SPACE MARINE™

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THE SPACE MARINE GAME

Space Marine is the game of epic battles in the far distant future, where mighty warriors clash in an apocalyptic conflict which will decide the fate of the galaxy. Space Marines, the armies of the Imperial Guard and the Titan Legions are the embattled defenders of the Imperium of Humanity. Against them are arranged the implacable enemies of mankind including the daemonic forces of Chaos and their barely sane and strangely mutated mortal followers. Throughout the galaxy hordes of barbaric Orks rampage and destroy, driven by their insatiable racial need to conquer and enslave.

The warring forces are armed with gigantic war machines and countless weapons of world-shattering power. Amongst these machines of destruction are the Titans of the Titan Legions - bipedal warrior robots as tall as sky-scrapers and controlled by human crews. The Orks have equally large Gargants, crude mechanical representations of their Gods, belching flame and devastation.

Other races also find themselves caught up in the battle for survival. The ancient and technically superior Eldar are bound in their age-long struggle against Chaos. The incredibly tough mutant Squats, descended from the human settlers of the galactic core, have become staunch allies of the Imperium. In the eastern fringe of the galaxy the human and Eldar settlers of the Knight Worlds fight among themselves for possession of dinosaur herds, sometimes uniting to resist invaders or to aid the Imperium.

Space Marine provides rules which allow you to represent all this on the tabletop - and much more besides! As well as the Space Marine rulebook, this box contains models representing three different forces: Space Marines, Eldar and Orks. The box also contains a Warlord Titan - the mightiest warrior machine of the Titan Legions.

This book explains how to assemble your forces ready for battle, and provides the rules required to unleash mighty armies upon the tabletop. You can expand these forces by adding further plastic and metal models from Citadel Miniatures, or you can choose entirely new forces in the form of Imperial Guards, Squats, or Chaos.

KEVIN WALKER

As the commander of a mighty army, each player relies upon his tactical skill to outmanoeuvre and outfight his opponent. He must work out the best time to launch an attack, whether buildings, high ground or other features are worth capturing, and how terrain can be exploited to give troops cover. Needless to say it is vital to choose the right troops: infantry to support your advance and occupy buildings, battle tanks to provide fire power, fast troops to rush round the enemy's flanks, and the near-unstoppable Titans to deliver the killing blow. Of course luck also plays a part, and the best generals will be prepared take advantage of good fortune just as they guard against set-backs by the clever positioning of reserves. Naturally you can't become an expert overnight!

The forces in the Space Marine box provide you with a solid core of infantry and tanks. Soon you will want to explore the tactical power of new troops by adding reinforcements in the form of plastic or metal Citadel Miniatures. The Space Marine rulebook gives you extra rules for these additional troops, allowing you to expand your existing forces. In addition we are preparing a companion set called **Space Marine Armies**, which describes the Space Marine, Imperial Guard, Eldar, Titan Legion, Ork, Squat and Knight armies in complete detail, along with exhaustive rules for the many new formations and weapons described.

THE IMPERIUM

Forty thousand years in the future mankind has spread to the very edges of the known galaxy, colonising millions of habitable planets in the process. Yet despite all the scientific achievements and valiant efforts of millions of explorers and settlers the fate of the entire human race lies in the balance. From every direction human worlds are assailed by alien forces determined to destroy or enslave their inhabitants. Amongst these aliens are the fearsome, warlike Orks; the proud and ancient Eldar; the horrifying daemonic forces of Chaos, and many more besides, all fighting for their survival in a hostile and unforgiving universe.

Human worlds are scattered over thousands of light years, divided by months or even years of warp space travel. Despite this they maintain a united front against their myriad enemies thanks to the all encompassing power of the Imperium.

The Imperium is controlled by a very ancient organisation called the Adeptus Terra - the Priesthood of Earth. The Priesthood is so colossal that its millions of buildings, administrative offices, and departments cover virtually the entire surface of the planet Earth! The Adeptus Terra rules over the Imperium on behalf of the most powerful and extraordinary human of all time - the Emperor.

The Emperor possesses incredible psychic powers. His mind can reach right across the galaxy and guide spacecraft through the daemon-infested dimension of warp space. Although his mind is powerful beyond comprehension, the Emperor's body is so old and battle-worn that it lies in a permanent stasis, frozen in time inside a life support machine.

Although the Emperor shows no more signs of life than a statue or idol, he remains the singular object of devotion by his subjects who venerate him as if he were a god. Thanks to the Emperor the huge armies of the Imperial Guard are able to travel through warp space, guided by his psychic powers to the part of the Imperium threatened by enemies of humanity. Only the Emperor's powers and the careful vigilance of the Adeptus Terra keep humanity safe from the countless perils that threaten to overwhelm them.

SPACE MARINES

The Space Marines are the best of all the Emperor's troops and the ultimate human warriors. From an early age a Space Marine's body chemistry is altered by means of genetically tailored drugs. Special bio-devices are implanted into the Space Marine's body, gradually mutating him into a towering, super-strong hero, seven feet tall and with muscles like knotted iron. Space Marines have a boosted metabolism and vastly superior sight, hearing and other senses. It is hardly surprising that a Space Marine is capable of taking on and defeating many times his own number of ordinary humans.

There are many different Chapters of Space Marines and each forms a completely independent fighting force. Each Chapter lives on its own world and rules over its inhabitants, often only recruiting its warriors from the people that live there. These worlds are scattered through the Imperium so that no matter where the enemies of mankind strike there is always a mobile force of Space Marines ready to intercept them.

IMPERIAL GUARD

The Lord of every planet must recruit his own army to defend the world from alien attack, pirate raiders, and rebellion. These armies are bound to their homeworld, and never leave them as their purpose is solely to defend the planet against attack. According to ancient law, each Lord must provide one or more regiments of these troops to serve in the Imperial Guard whenever commanded to do so by the Adeptus Terra. Once a regiment has been chosen to serve in the Imperial Guard it is transported to a war zone far away. In all probability that is the last the troops will ever see of their home world because it is too expensive and difficult to return survivors home once a war is over. The regiment continues to serve as part of the Imperial Guard until they are too old or their numbers too few, at which time they are settled on a nearby world and become colonists.

Many of the wealthiest planets in the Imperium were originally colonies founded by Imperial Guard regiments. Their descendants now form the ruling class of the worlds their forefathers fought to conquer. Regiments in the Imperial Guard are named after the worlds they come from and are allotted a number, such as the 9th Necromundan, the 4th Olthandor, 21st Grimms World, and so on. Once a regiment is retired from fighting, its number, regimental colours and traditions are inherited by the next Imperial Guard regiment recruited from that planet.

The Imperium is home to many different human cultures and even mutant creatures whose distant forbears were once human. All of these diverse cultural and physical types are represented in the Imperial Guard, so you will find regiments of physically huge Ogryns, tiny Ratlings, and half-man half-animal Beastmen, as well as ordinary humans. The Imperial Guard's arsenal is provided by the weapon-smiths of the Adeptus Mechanicus, techno-religious devotees of the Cult Mechanicus who run Mars, the great weapon factory of the Imperium. The vast orbital furnaces manufacture millions of battle tanks, spacecraft, arms and munitions which the Imperial Guard absorbs in vast quantities.

TITAN LEGIONS

Titans are the largest and most powerful of all the gigantic war machines in the Imperial forces. Each vast war machine requires a substantial crew to control its different functions, steer its massive legs, monitor its exterior senses, and fire its mighty weapons. Titans are usually humanoid shaped with two legs and two arms, an armoured torso, and head where the command bridge is located.

JES GOODWIN

The different Titan Legions are part of the Adeptus Mechanicus, devotees of the Cult Mechanicus who rule the planet Mars and provide almost all the spacecraft and much of the wargear used in the Imperium. The Cult Mechanicus is devoted to the ideals of technology and the entire population of Mars is harnessed to the production of huge machines or to the exploration of ever more arcane avenues of science.

There is a Titan Legion based upon Mars to defend the planet and the whole Terran system, but the other Titan Legions are based on worlds called the Forge Worlds - manufacturing colonies of the Adeptus Mechanicus, which are ruled over by a Magos of the Cult Mechanicus. Just as the Space Marines are able to respond to enemy attacks close to their homeworlds, so the Forge Worlds provide bases from which the Titan Legions can operate. They also act as bases from which the Adeptus Mechanicus explores new planetary systems and investigates the sciences of long dead human civilisations in their endless pursuit for knowledge.

THE KNIGHT WORLDS

Many thousands of years ago when mankind first explored the galaxy, settlers reached a desolate zone along the eastern edge. These settlers were not ordinary explorers but Isolationists, independently minded groups searching for worlds where they could live away from the wars which plagued the galaxy. They found a group of planets dominated by vast mountains, rolling plains and primeval forests, inhabited by giant reptiles similar to the dinosaurs of earth prehistory.

Over the years these settlers developed a unique and distinctive civilisation based around herding the giant reptiles. They built human-shaped walking machines as mobile platforms from which they could chase and direct the vast beasts. They called these machines Knights, and, because they were expensive and because the herds represented wealth to the settlers, owning and riding a Knight became a mark of social status. Rival nobles would joust at each other from their Knights using energy lances.

Today the Knight Worlds are valuable allies of the Imperium who enjoy the protection of the Imperial space fleets in return for service in the Imperial forces. When the Knights are called upon to fight in the Emperor's wars they put aside their own feuds and march to war beside the Imperial Guard, Space Marines, and Titan Legions.

THE SQUAT HOMEWORLDS

The worlds at the centre of the galactic core orbit gigantic orange stars which were formed when the galaxy was young. Now these stars emit only a feeble glow and the worlds they support are rocky, lifeless places with very high gravity fields. When mankind first reached these planets they found an abundant source of minerals. Mining colonies were founded and thousands of settlers were shipped in to man the machinery and explore the newly discovered systems. To protect themselves against the extreme variations in surface temperature the settlers dug underground cities alongside their mines. The extreme gravity and harsh conditions soon began to cause the settlers' descendants to change physically.

As new generations were born the people became shorter and stouter, stronger and more resilient, but slower and less agile than their ancestors. The resulting much changed humans are called Squats, and they have developed a distinctive civilisation quite unlike any other in the Imperium. Although they are staunch allies of the Imperium, it is not unknown for trading disputes to erupt into warfare between the Squats and the forces of the Emperor, but such arguments are soon forgotten in the face of common enemies such as Orks and Chaos.

The Squats are expert technicians, having had to develop a high level of technical sophistication just to survive on their bare worlds. They use their skills to build many fearsome engines of war. When the Squat Homeworlds were re-discovered by the Imperium following thousands of years of isolation, the two groups began to trade and eventually an alliance was formed. The Squats remain a valuable source of mineral wealth throughout human space, and their assistance to the Imperial forces is a vital factor in humanity's war against its enemies.

THE ORK WARLORDS

Orks are warlike and fiercely competitive aliens who love nothing more than fighting - preferably in a loud and noisy manner. Normally Ork Warlords and their armies spend a great deal of time either fighting each other or keeping an eye on all their ambitious nobles (Nobz) who are naturally keen to be Warlords themselves.

There are six main Ork Clans, each of which is noted for its particular way of life and associated skills. A powerful Ork Warlord will probably command Orks from many Clans, using the best of each to form a powerful army. For example, the Evil Sunz Clan is famous for building the best fighting vehicles, the Snake Bites are renowned for their Boar riders and psychic Weirdboyz, while everybody knows the Goffs are the best close assault troops and toughest warriors.

Every Warlord's ultimate aim is to assemble the biggest army he can, and thrash the most powerful enemy he can find. In this way the Warlord enhances his reputation and glory, perhaps becoming so famous that his name passes into the very legends of Orky achievement.

The ambitions of Ork Warlords are a constant threat to the Imperium, as they are always trying to build up huge armies to attack human worlds. When an Ork Warlord decides he is powerful enough to go for the 'big wun' (the war whose memory will become his enduring monument amongst Ork kind) he launches an immense crusade called a Waaa-Ork. Other Warlords who want to get in on the action submit to his authority, and bring along their own Boyz to join in.

The Orks then build gigantic mechanical images called Gargants. It is quite likely that Orks got the idea from human Titans, although Gargants are technically very crude and have none of the scientific sophistication of the human machines. In the Ork mind Gargants represent the Ork gods Mork and Gork, the battling gods whose eternal battle is said to rock the universe and cause all manner of upheaval!

Ork armies are vast affairs with many, many Boyz plus all kinds of tanks, engines, and of course the great lumbering Gargants. Their sheer weight of numbers means that Orks can sometimes overwhelm their enemy just by charging forward in one vast horde. This is to their advantage, because they lack the long ranged weaponry of the Imperial troops or Eldar. The gigantic Gargants and smaller Stompers provide what long range support they have, while the remaining troops steam forward led by bikers, boars, and fast buggies.

THE ELDAR CRAFTWORLDS

Many thousands of years ago the Eldar dominated a large part of the galaxy and their teeming worlds were home to a highly developed civilisation. Then a great disaster overcame the race. Chaos Daemons from the warp overwhelmed the Eldar worlds and destroyed them overnight, sucking the souls from their inhabitants and bringing to an end untold years of cultural achievement. Fortunately a few Eldar realised the danger that threatened to destroy them, and evacuated their worlds before they were obliterated. Some fled to new unsettled worlds while others took to the depths of space aboard huge spacecraft - arks in space called Craftworlds.

The Eldar have never recovered from the horrific destruction of their race, and their ancient culture has become increasingly hide-bound and inward looking. They shun other races and their refusal to treat with them often leads to conflict. Eldar will occasionally fight alongside humans against a common foe, such as Orks or Chaos, but such alliances are only temporary and never last for long.

All the Craftworlds are independent, although because they are all interconnnected by spatial warp-tunnels it is easy for troops from one world to help another when necessary. Since the destruction of their worlds the Eldar have set up new colonies, and the Craftworlds are often drawn into wars to protect them from marauding Orks or human settlers.

WAYNE ENGLAND

The Eldar Craftworlds are protected by Eldar Guardians. Every Eldar on the Craftworld fights as a Guardian if his home is in danger. Eldar troops can be male or female, so the whole population can be mobilised into one army. The fighting elite of the Eldar race are called Aspect Warriors. These are sects of warriors who have been trained at the Shrines of Kala-Mensha-Khaine, the Eldar God of Battle. There are several different types of shrine, each specialising in one aspect of warfare (hence the name Aspect Warriors). The Aspect Warriors are the most potent of all the Eldar fighters, wearing distinctive uniforms and carrying special ritual weaponry appropriate for their combat role. Aspect Warriors are led by even more powerful warrior-sages called Exarchs who run the warrior shrines and teach their skills to the Aspect Warriors.

The Craftworlds do not have large armies, but they have a selection of fast, highly mobile vehicles and support weapons such as the Tempest tank and Falcon attack vehicle. The Eldar are led into battle by their Seers and Warlocks, cunning psychics with uncanny powers of prediction which make them master tacticians. Because Eldar forces are so small they prefer to direct their attacks very carefully, launching well co-ordinated assaults against chosen targets rather than fighting across a broad front. On a one-to-one basis an Eldar is more than a match for most opponents.

ELDAR KNIGHTS

Before the fall of the Eldar many prophets of doom preached their apocalyptic message to the unheeding masses. A few Eldar were wise enough to follow them, and these strange bands of zealots fled to new worlds at the eastern edge of the galaxy. They called themselves the Exodites. The Exodites soon discovered the groups of human colonies and began to trade with them, eventually adopting many human ways and developing a civilisation far different from that of their now dead worlds. The Eldar soon began to build Knights of their own, and to take part in the constant feuding that characterises the Knight Worlds.

Today the Eldar and human Knight Worlds have more in common with each other than with their parent civilisations. Although they are great rivals they share a common attitude to outsiders and value their freedom. New herd planets are eagerly sought out and fought over, although such discoveries are rare and inter-planetary herd rustling is the most common source of feuding. It has been known for spacecraft to teleport away whole herds of giant reptiles and take them to another planet! The resulting disputes last for generations, creating fresh incidents to be avenged long after the original slight has passed into ancient history.

CHAOS

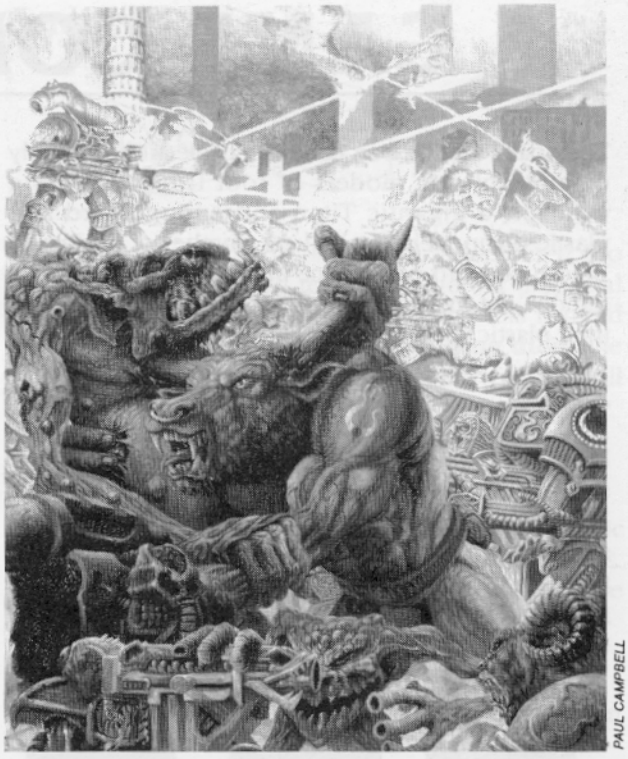
When spaceships travel from one star system to another they use warp drives which take them into another dimension - which humans call the warp or warp space. However, warp space is not empty - it is a realm of psychic energy inhabited by incorporeal but very powerful creatures. The four most powerful of these creatures are the Chaos Gods Khorne, Slaanesh, Tzeentch and Nurgle, but there are many more. Some are daemonic servants of these Great Powers, and others are lesser powers in their own right.

The creatures of the warp are not content with their existence in the universe of Chaos, and they are always trying to find ways into the material universe. They can do this by finding gateways into real space - such as are created whenever a ship enters or leaves the warp. Gateways can also be created unconsciously by psychic humans and other living creatures - for every living creature has a tiny spark of ethereal existence in the warp which is called their astral body. This is why powerful human psychics and Eldar Seers are able to enter a trance and enter the warp with their minds - their astral bodies are travelling through the warp, amongst the creatures of Chaos. Needless to say this is very dangerous because a daemon can capture the astral body and destroy it or enslave it, so that the living person becomes a mindless tool of Chaos.

Some people willingly open their minds to Chaos, pledging to fight on behalf of their daemonic master in return for unearthly power. Such power is mighty indeed, for the Chaos Gods are able to use such a person as a channel for their immense energies. The individual becomes a Chaos Champion, and his body becomes twisted into an ever more horrific form. The Champion often gains incredible power for a period, but eventually he will be destroyed by the unnatural forces that course through his mortal body.

On every human world there are secret worshippers of Chaos, gathering their strength, increasing in numbers and awaiting the day when they will rise up and overthrow the Imperium. However, the chief threat from Chaos comes from the Daemon Worlds and the Chaos Marines that live there. The Daemon Worlds are planets where Chaos has taken over. Warp space and normal space have become intermixed, breaking down the laws of physics that govern the material universe and introducing a new, insane, order where magic is real and all kinds of improbably mutated creatures exist alongside mortal beings.

The Daemon Worlds are hellish places: some of them are flat, others have skies that burn, while others are dreamlike and insubstantial. Daemons



PAUL CAMPBELL

and other creatures from the warp can live on these worlds in physical form, although they cannot move beyond them, and living creatures too can survive here.

One of the most serious threats to the Imperium is the flood of mortal armies from the Daemon Worlds, which are commanded by Daemon Princes of Chaos and daemons of the Chaos Gods. Of these forces the most notorious are the Chaos Space Marines. Thousands of years ago, when the Emperor was still fully alive, some of his Space Marine Chapters were infiltrated by Chaos and rebelled against him, plunging the Imperium into a long and bitter war known as the Horus Heresy. Eventually the Chaos Space Marines were beaten and their Arch-Champion Warmaster Horus destroyed in hand-to-hand combat with the Emperor. The remnants of the defeated Chaos Space Marine Chapters fled to the Daemon Worlds. They and their descendants still live on there, nurtured by daemons and risen to the status of Champions of Chaos. These Chaos Space Marines raid the Imperium, ravaging human space and despoiling unprotected planets.

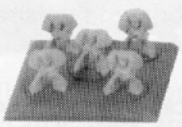
Fortunately for humanity Chaos is divided amongst itself, the four Great Powers and other lesser creatures war against each other constantly, striving for supremacy in the warp. This is just as well, because were the Great Powers to unite in one supreme effort there is little doubt that the material galaxy would be overwhelmed by Chaos and turned into a daemon realm.

GAME COMPONENTS

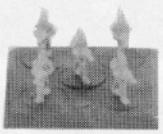
The Space Marine box contains a selection of highly detailed plastic models of foot troops, fighting vehicles, a gigantic Titan and enough card and plastic components to make a number of buildings. Before you can play Space Marine you will need to remove the various troops, vehicles and Titan from their plastic sprues and assemble the components.

TROOP STANDS

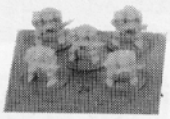
Most of the models on the plastic sprues represent a single man or alien - a Space Marine, an Ork, or an Eldar. Carefully separate the models from their sprue using safety snips or a modelling knife and fix them to the special plastic bases using a suitable glue. Each plastic base with its troop models is referred to as a **Troop Stand**.



Space Marine stand



Eldar stand

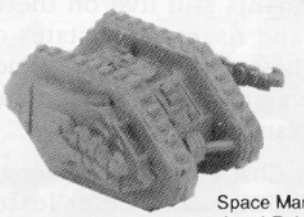


Ork stand

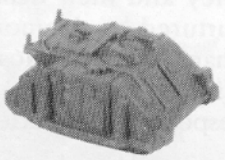
The plastic bases have holes for a banner pole. Banners are used to indicate that the troop stand includes an Eldar Warlock, Space Marine HQ unit, or Ork Nobz. It is best to ignore the banner poles for now - you can always fix the poles in place once you have chosen your forces. You can also make your own paper flags for the banner pole if you wish, as shown on the Space Marine box.

VEHICLES

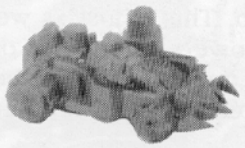
There are four different types of fighting vehicle included in the box: the Space Marine Land Raider and Rhino, the Ork Battlewagon, and the Eldar Falcon Grav-tank



Space Marine Land Raider



Space Marine Rhino

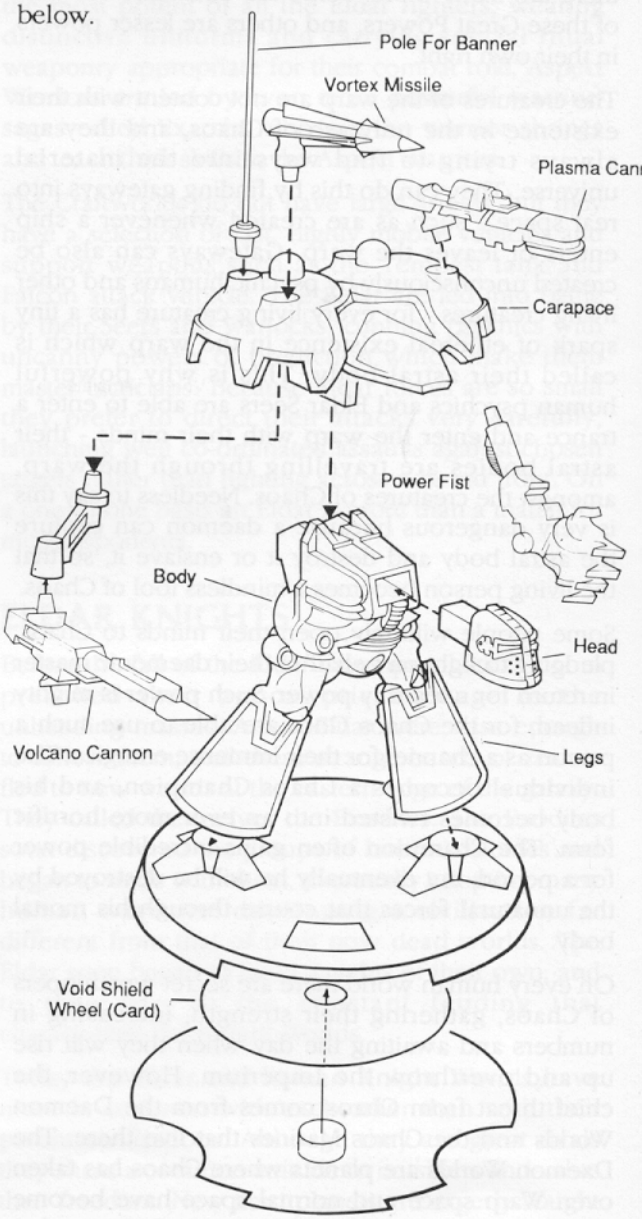


Ork Battlewagon

Eldar Falcon Grav-tank

TITANS

The Space Marine box includes a mighty Warlord class Battle Titan. Titans are amongst the most potent destructive machines in the armoury of the Imperium. Carefully remove the Titan components from their sprues and assemble the Titan as shown below.



Titan parts can be clipped together without glue, although it is preferable to glue them together for a more secure fit. A variety of weapons is supplied with the Titan model, so yours may differ from those shown here. All weapons are fully interchangeable apart from the Power Fist which only fits on the left arm. The card Shield Wheel rotates between the top and bottom halves of the base. If you wish, you can also make your own paper banner for the banner pole.

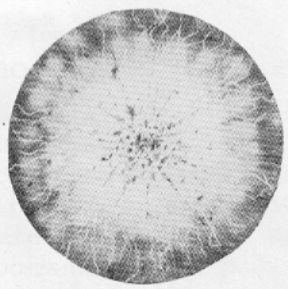
COUNTERS

Space Marine includes a large number of cardboard counters: **order counters**, **fall back counters**, **objective markers**, **barrage burst templates**, a **vortex template** and **rubble markers**. Instructions for using these different sorts of counters are given in the rules which follow.

Objective Marker

Rubble Marker

Vortex Template



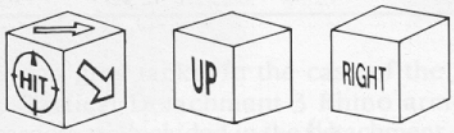
Barrage Burst Template

Order Counter

CARDS

Also included in the game are **epic army cards** for Orks, Space Marines and Eldar. We have provided enough cards for you to use the contents of this box *plus* a variety of the many extra models which are available separately. A card is included for the Titan, and there is a useful reference sheet too.

DICE



As well as the ordinary six-sided dice numbered 1 to 6 (henceforth referred to as D6) there a 3 special dice. The **scatter dice** has arrows and hits marked on it. The other two dice are the **aiming dice**; one is marked **left/right**, the other **up/down**. We will explain later how the dice are used.

BUILDINGS

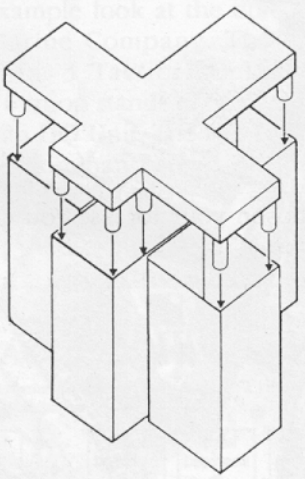
The buildings are assembled from one of the plastic roof sections and either two or three wall sections. The number of wall sections depends on the shape of building you are making.

Cross-piece shaped buildings

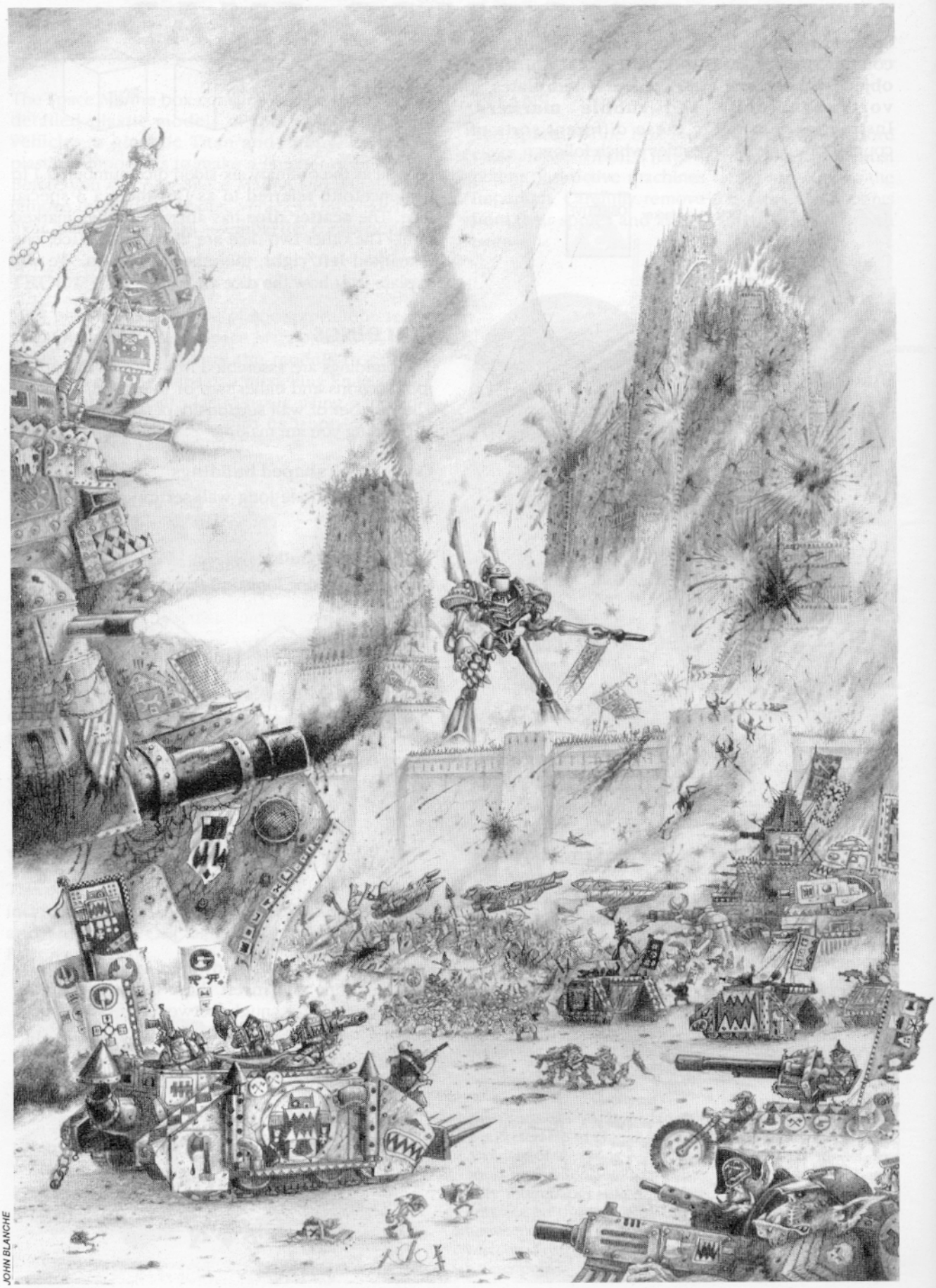
You will need one long wall section and two short wall sections.

T-bar shaped buildings

You will need one long and one short wall section.



Punch the walls out, fold them into rectangular cross-sections and insert them into the building tops. The walls fit snugly between the round pegs and the lip of the plastic building top. Make sure that the blank part of the wall section faces into another piece of wall so that it can't be seen.



JOHN BLANCHE

STARTING THE GAME

It is a good idea to read through the Space Marine game rules before you play but there's no need to learn them as you go. The best way to learn the game is by playing! Once you have mastered the art of wielding the troops supplied in the Space Marine box you will be ready to command more and different forces, whole regiments of armoured vehicles, and ever more potent examples of the vast fighting machines of the 41st Millennium.

THE BATTLE

The battle is fought between two sides - each side is normally represented by a single player. You can involve several players on a side if you want - one player acting as overall commander while others help to move troops and roll dice. In the descriptions that follow we are assuming that each side is represented by one player.

Choosing Your Force

Before you are ready to fight a battle both sides must choose their forces. To do this you will need the **epic army cards**. Three separate card decks are provided in the Space Marine box - one each for Space Marines, Eldar, and Orks. Each player chooses the force he wants to represent and takes the appropriate pack. So if you want to be Space Marines you take the Space Marines deck, if you want to be Eldar take the Eldar deck, and if you want to be Orks take the Ork deck.

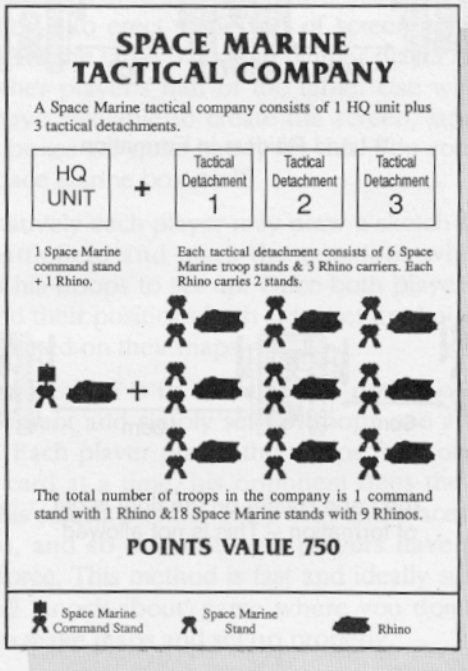
Further decks of cards representing other forces are published by Games Workshop either as Space Marine supplements or as White Dwarf magazine features. These expand the scope of the game by introducing new troops, weapons, fighting vehicles, Titans, and other special equipment. Although you will undoubtedly wish to investigate these for yourself later, to begin with we shall stick to the troops and vehicles included in the Space Marine box.

Look at the cards in the deck you have chosen. You will see that there are three types of card - large **company** cards, small **support** cards, and **special** cards. Each card has one or more items shown on it. An item will be something like a Space Marine Tactical Detachment or an Eldar Falcon Squadron. Each item consists of a number of the same type of troop stand or vehicle. For example, a Space Marine Tactical Detachment consists of 6 troop stands of Space Marines. An Eldar Falcon Squadron consists of 3 Falcon grav tanks. In the case of the Space Marine Tactical Detachment 3 Rhino armoured troop carriers are included in the detachment - these are the Space Marines' transport vehicles which carry them into battle and support them with covering fire. Detachments of infantry often include transport vehicles as well.

Each player selects cards to represent his army. He must choose at least **one** company card (but can choose more if he wishes) and can choose up to five support cards for every company card taken. Special cards are a bit different - we'll deal with these later.

Every card has a points value which reflects the combat value of the troops described on it. For example, the Space Marine Company is worth 750 points whereas the Eldar Tempest Squadron is worth 500 points. To begin with both players select forces worth a maximum of 1500 points. This limit is about right when you play for the first time. As you gain experience you may wish to increase the points values of your armies to include more troops and produce a longer and more challenging game.

By way of example look at the epic army card for the Space Marine Company. The card shows 4 separate units: 3 Tactical Detachments each consisting of 6 troop stands of Space Marines with 3 Rhinos, plus an HQ Unit. The HQ Unit consists of a Space Marine command stand plus a Rhino. The command stand is indicated by placing a banner pole on the plastic base.


SPACE MARINE
TACTICAL COMPANY
A Space Marine tactical company consists of 1 HQ unit plus 3 tactical detachments.
HQ UNIT
+
Tactical Detachment 1
Tactical Detachment 2
Tactical Detachment 3
1 Space Marine command stand + 1 Rhino.
Each tactical detachment consists of 6 Space Marine troop stands & 3 Rhino carriers. Each Rhino carries 2 stands.
The total number of troops in the company is 1 command stand with 1 Rhino &18 Space Marine stands with 9 Rhinos.
POINTS VALUE 750
Space Marine Command Stand
Space Marine Stand
Rhino

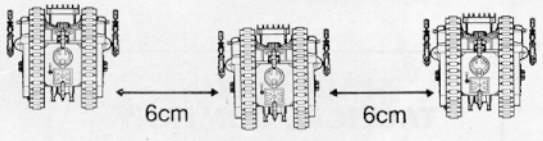
Each epic army card deck includes a number of **special cards**. Your army can only include a limited number of these special cards - they represent rare or special troops such as Space Marine Chaplains and Eldar Exarchs. None of these special troops are included in the Space Marine box, but we have included a few cards anyway, just to give you an idea of what special troops are available to each force.

Your army may include 1 special card for every company card in your army. For example, if your Space Marines have 2 companies you might include a Space Marine Medic and a Chaplain.

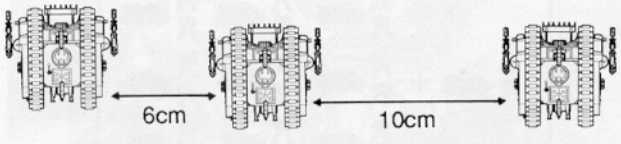
The Formation Rule

A detachment of foot troops or a squadron of vehicles is an indivisible military unit. To represent this in the game, troop stands and vehicle models which form a detachment or squadron must keep together - individual troop stands or vehicles are not permitted to wander off on their own just as you please.

Troop stands in a detachment and vehicles in a squadron must be placed close to each other - as if they were joined by invisible links forming a sort of chain - this is called a **formation**. No model in the formation may be separated by more than 6cm from at least one other model in the chain. This is illustrated by the diagram below.



3 Land Raiders in Formation



The Land Raider on the right is out of formation – This is not allowed

Note that in a company which contains several separate detachments or squadrons, there is no need for those units to stay close to *each other*. They can be deployed where you like - at opposite ends of the battlefield if you want!

Orks fight in units called Mobs rather than detachments or squadrons, and some other units also have their own terms such as Bike Squads and batteries of artillery. This is only a difference in terminology - when the rules refer to detachments and squadrons you will know this refers to appropriate mobs and other units as well.

Sometimes models become separated from the rest of their formation for reasons beyond your control - for example if an interlinking model is destroyed by enemy fire. When this happens, the remaining models must assume an acceptable formation the next time they move. Models may remain out-of-formation so long as the unit does not move.

Troops riding into battle in Rhinos or other transport vehicles will often want to leave their vehicles in order to fight or deploy. Normally transport vehicles will be able to keep up with foot troops, but sometimes this won't be possible. For example, if the infantry move into terrain which is impassable to the vehicles. In this case the transport vehicles may ignore the normal formation rule, but must stay as close as they can to the infantry.

SETTING UP

Before the opposing armies clash you need to prepare the floor or tabletop area for battle. Initially at least a small playing area will suffice, say about 2 feet by 4 feet. A large dining room table is ideal, but the floor will do just as well. Obviously, the larger game you want to fight the larger area you will need, and experienced players may wish to increase the dimensions to 6 x 4 feet or larger.

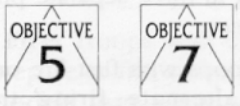
A tabletop or floor is, of course, a flat and featureless plain, devoid of trees, slopes, and all other terrain. You can make woods, hills, craters and other terrain yourself, but to begin with the buildings provided in this game will be sufficient. Once you have played a few games you will be ready to introduce more terrain. You must either buy terrain pieces or make them yourself. As a temporary measure you can improvise using small stones to represent rocks, twigs or roots for trees, and books laid flat on the surface become hills. Trees are available from many hobby stores and are a good investment. You'll find articles about terrain making in White Dwarf magazine. If you live near a Games Workshop store you'll be able to look at the shop's own scenery and ask the staff for advice on how to make it.

To set up the battlefield fairly we have devised a terrain generator system which allows you to determine what types of terrain are present. Don't worry if you generate items of terrain you don't have, just re-roll until you get a result you can use. Many players like to draw up their own terrain generator charts based upon their collection of terrain pieces - this is certainly a good idea as it saves endless re-rolling of unwanted results.

Begin by dividing your playing area into 2 foot by 2 foot areas. For each area, roll a D6 and halve the score (rounding up) to find out how many pieces of terrain it contains. To determine what each piece of terrain is refer to the **Terrain Table** on the playsheet. The chart is very simple to use: roll one dice and find the score along the top of table, then roll a second dice and find the score down the side. Cross-reference the two numbers to find what piece of terrain you have generated. Once you have determined what the terrain is, position it somewhere in the area. Each player places a piece of terrain in turn to keep things fair.

An alternative way of setting up your battlefield is for one player to set up the terrain while the other player has the choice of which table edge he wishes to set up from. This is a good method where time is short, as one player can set the game up while he waits for the other player to arrive.

Objectives



Objective Counters

Every battlefield has tactically important features which both sides will want to control. For example, commanding heights which offer a good view of the opposing lines, or main pathways between treacherous terrain, or dark woods where defenders can conceal themselves.

These important areas are called **objectives** and are represented on the battlefield by **objective counters**. Each counter marks an area that constitutes a vital objective to one side or the other. How you capture objectives, and how they help you win the game, is explained under *Victory Points* at the end of the rules section. For the moment, just set the counters up on the table.

Punch out the 16 objective counters from the card sheet. There are 8 blue and 8 red counters. Later on the colours are used to denote which side controls the objective. Each side takes 4 objective counters and takes it in turn to lay a counter face down on the playing area. Each objective counter must be placed:

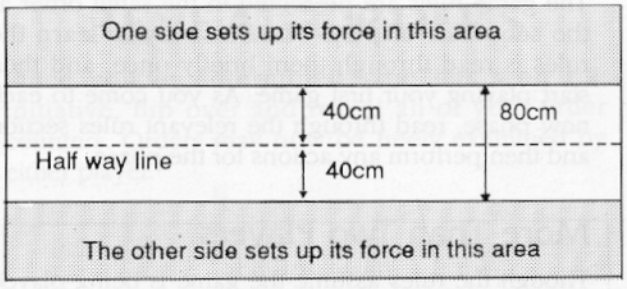
a) At least 25cm from any table edge

b) At least 25cm from any other objective counters

Remember, when you place the counters you do not know where your forces will be setting up. Obviously you must bear this in mind as you place the counters. On the whole it is best to spread them around the table as evenly as possible.

SETTING UP THE ARMIES

Armies are set up along the long edges of the table or playing area. Both players roll a D6, and the player who scores the highest may choose which edge of the table he will set up on. His opponent sets up on the opposite long edge.



Armies are set-up secretly - so that neither side knows where the other has deployed until its own troops have been positioned. This can be achieved in one of several ways.

A method which enables both sides to set up together is to erect some sort of screen across the middle of the table. This way neither player can see the other player's half of the table. Use whatever you have available to create the screen, large GW game boxes are quite handy for this. You could use the Space Marine box itself!

Alternatively each player may draw a sketch map of the battlefield and mark the positions where he wants his troops to set up. Once both players have marked their positions both sides set up their forces as indicated on their maps.

A third method is to abandon the notion of secret deployment and simply set up troops one after the other. Each player places the troops from one epic army card at a time, his opponent does the same, then his selects another army card and places those troops, and so on until both players have set up their force. This method is fast and ideally suited to a small 'knock-about' game where you don't have time to make maps and set up properly.

SEQUENCE OF PLAY

In a real life battle lots of things happen at once: troops move, shoot, await orders, take up fresh positions, and perform countless other actions. So that we can represent all this furious activity in the game, play is divided into **turns**. Each turn is itself divided into four **phases:** the Order Phase when orders are issued, the Movement Phase when troops move to new positions, the Combat Phase when troops fire their weapons, and the End Phase in which the progress of each army and the state of its morale are assessed.

During a turn both sides are allowed to give orders, move, and shoot. So, both sides give orders in the *order phase*, move their units in the *movement phase*, fire their weapons in the *combat phase* and so on.

The game rules are presented in the same order as the sequence of play. The best way to learn the rules is read through them briefly once, and then start playing your first game. As you come to each new phase, read through the relevant rules section and then perform any actions for the phase.

More Than Two Players

Though the rules assume the game is being played by two people, there is absolutely no reason why more than two players should not take part in a game. In fact, multi-player games are often more fun than 'head-to-head' games as the extra players speed up play by helping to move troops and roll the extra dice.

In a multi-player game the players split into two sides, with the forces available to the side divided between the players in some mutually agreed way. Each player is responsible for his own troops throughout the game. Of course, there is nothing to stop a player 'helping out' another if he has time, nor is there any reason why players on the same side shouldn't confer. It is a good idea to nominate one player on each side as the Commander-in-Chief who becomes responsible for recording the army's Victory Points and making sure any other recording is done.

SPACE MARINE SEQUENCE OF PLAY

ORDER PHASE:

Both players place an order counter face down beside each of their troop detachments, vehicle squadrons, and Titans. Each player then rolls a D6 and the player who scores highest wins the initiative for the turn. All order counters are then turned over and revealed to view.

MOVEMENT PHASE:

Troops with *advance* or *charge* orders may move (those with charge orders move at double rate). The player who won the initiative may choose to move first or second. The player who moves first then moves all of his models, and then his opponent does the same.

COMBAT PHASE:

Combat is worked out in three separate phases in the following sequence:

First Fire Segment: Troops with first fire orders may fire. Players alternate firing troop detachments, vehicle squadrons, Titans, and other units starting with the player who won the initiative.

Close Combat Segment: All troops in base to base contact fight a round of close combat.

Advancing Fire Segment: Troops with advance orders may fire. Players alternate firing troop detachments, vehicle squadrons, Titans, etc starting with the player who won the initiative.

END PHASE:

Victory Points are added up. If a player has reached the Victory Point Level that he needs to win the game then the battle is over - he has won! Damaged Titans may be repaired in this phase and troops with broken morale check to see if they go onto fall back orders next turn.

THE ORDERS PHASE

Troops on the battlefield don't wander around aimlessly, they move and fight with definite purpose as part of the carefully conceived strategy of their commander. The **orders phase** is the part of the turn when you must think and plan out your strategy before you choose appropriate orders for your troops. In many ways it is the most important phase as a mistake at this point will restrict what your forces can do for the rest of the turn.

ORDER COUNTERS

During the Orders Phase you must choose an order for each of your troop detachments, vehicle squadrons, and Titans. The order you select determines when those troops may move and fire, and how effective they will be when they do so. There are three different orders for you to use:

First Fire: Troops with first fire orders remain still and prepare to fire at the first opportunity. None of the models may move, not even turn to face a different direction. Models attack in the first fire segment of the combat phase.

Advance: Troops with advance orders move cautiously, making short halts or peering over cover to fire at the enemy. All models may move in the movement phase, and fire in the advance segment of the combat phase.

Charge: Troops with charge orders move flat out, sacrificing firepower and caution for speed. The models move at double their normal speed in the movement phase, but may not fire at all in the combat phase.

Troops with no Order Counter

If you forget to put an order counter down for your troops then that troop detachment, vehicle squadron or Titan may not move. However, models are allowed to fire in the advancing fire segment - this represents the troops reacting to enemy troops nearby. On the whole it's not a good idea to forget to provide troops with orders!

INITIATIVE

After all the order counters have been placed, you need to determine which side wins the initiative for that turn. Each player rolls a dice, and the side which scores highest wins the initiative. Reroll any ties on the first turn, but thereafter the player who won the initiative on the previous turn loses if there is a tie.

The side which wins the initiative will be at an advantage for the rest of the turn. The player will be able to choose whether he moves first or second, for example. The effect of initiative in each phase is explained fully in the sections that follow.

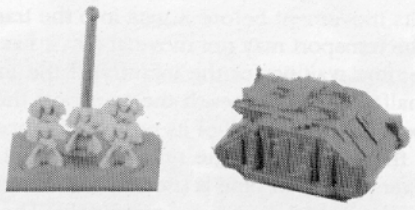
REVEAL ORDERS

Once you've determined who has won the initiative, flip over and reveal all of your order counters. Orders may now be freely examined by either player.

SPECIAL RULE

COMMAND UNITS

Some troops are described as Command units on the data sheet. Examples are Space Marine HQ Units, Eldar Warlocks and Ork Nobz. Each unit consists of 1 or more troop stands plus the appropriate transport vehicles. A Command unit does not need orders: it automatically counts as having charge orders for movement and first fire orders for firing. There is therefore no need to place an order counter for these troops. The command unit is a distinct unit just like any other unit such as a tank squadron or an infantry detachment.



Space Marine HQ unit – troop stand and Rhino, the troop stand has been given a flagpole to show it's a command stand.

THE MOVEMENT PHASE

Troops with advance or charge orders may move in the movement phase. Troops with first fire orders may not move at all, those with advance orders move at the normal rate, and troops with charge orders move at double rate.

The side which won the initiative may choose to move first or second. The first side moves all of its models and then the second side does likewise.

MOVING TROOPS

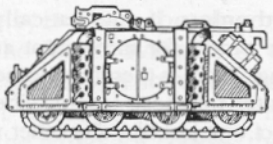
Troops with advance orders can be moved up to their speed value as noted on their data sheet. Troops with charge orders may move up to *double* their speed value. Note that all speed values are given in cms.

As you move troops it is a good idea to move all the models in each unit at once - this means you won't forget to move some! Remember that the troops' final position must conform to the formation rule.

Troops are never forced to move, regardless of their orders. However, once models have been moved you may not change your mind - when you have let go of the model you have completed its move.

SPECIAL RULE

TRANSPORT VEHICLES

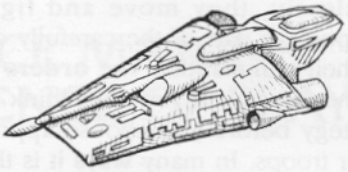


Some infantry detachments include transport vehicles such as Rhinos. If an infantry stand uses up all of its movement before it gets into the transport then the transport may not move at all - it has spent all the time waiting for the infantry. If the infantry uses half its move to reach the transport then the transport may move half of its normal distance - this being the portion of time remaining. In all cases whatever portion of time is used by the infantry will reduce the vehicle's move accordingly. The same applies in reverse when infantry are getting out of the vehicle - if the vehicle moves half its move then the infantry have half their move left.

Infantry are not allowed to enter and leave a transport vehicle on the same turn. Troops travelling in a vehicle may not attack. If a vehicle is destroyed any troops inside are killed automatically.

SPECIAL RULE

SKIMMERS



Some vehicles hover above the ground using their gravitic reaction jets - a highly advanced form of anti-gravity motor. These vehicles are called skimmers. When you move a skimmer you can choose to fly over terrain features such as woods or buildings. This means the terrain doesn't slow the skimmer down as it would a vehicle that moves along the ground.

Skimmers with first fire orders are may make special pop-up attacks. The vehicle pops up out of concealing cover (buildings/woods/etc), fires at its chosen target, and flies down into cover again. When working out which targets the skimmer can see assume the model is somewhere above the tabletop and able to look down over any terrain. When skimmers make a pop-up attack, enemy units on first fire orders are allowed to fire back if they are able to do so, but enemy with advance orders may not fire at the skimmers because they have now dropped back down into cover where they cannot be seen.

Except for Titans, models may be moved in any direction in any manner you like - ie a straight line, round corners or in a curving path. Vehicles always finish their movement facing in the direction they have travelled – except that they may turn up to 45° once their move is over to allow for their limited manoeuvrability. This prevents players moving in one direction (such as backwards) and turning right round to face another. Infantry are more mobile and so can be turned to face any direction once they have moved.

Titans move straight ahead, and they may only change direction by turning up to 90° *once* during their move. The Titan may turn at any point at the beginning, end or any point in between.

Terrain

Some models are unable to move through some types of terrain, while others will be slowed down by it. This is indicated by the Terrain Chart on the playsheet. In the case of buildings models are placed on the roofs to indicate that they are inside occupying balconies, ledges and other suitable fire positions.

THE COMBAT PHASE

The combat phase is split into three segments. In the first segment troops with first fire orders may fire, in the second segment close combat attacks are resolved, and in the third segment troops with advance orders may fire.

In each segment, both sides alternate firing their troops. Begin with troops on first fire orders: the side which has won the initiative goes first. The player chooses **one** of his units (ie a single detachment, squadron, HQ unit or Titan), and fires with those models.

Once models have fired their order counter is turned over to indicate that they cannot fire again that turn. For example, you might choose a Space Marine Tactical Detachment - in which case you could fire with all 6 troop stands plus the accompanying 3 Rhinos. Alternatively you might choose a Land Raider Squadron, in which case you would be able to fire with all 3 Land Raiders.

After the first side has fired with its chosen troops, the other side chooses one of its units and fires with those models. The first player then chooses another of his units and fires, then the other player chooses and fires, then the first player again, and so on until all troops with first fire orders have fired.

The close combat segment is conducted slightly differently as explained in the following section. In the third or advance fire segment any troops with advance orders may fire. The procedure is exactly the same as for troops with first fire orders. If you want you may choose to hold the fire of troops with first fire orders until the advance fire segment. If you decide to do this, change the order counter in the first fire segment instead of making an attack.

FIRING

When it is your turn to attack, pick one of your units as described above. Each model in the detachment/squadron etc may fire once. In the case of vehicles and Titans each weapon system on the model may be fired once.

Begin by nominating the target which each model will fire at. There is no rule that says all the models have to fire at the same bunch of enemy, but you must nominate which of your models will fire at which enemy targets before you roll any dice. You may not measure before you have nominated all the targets for that detachment/etc - you must rely on your judgement as to whether the targets you have chosen are within range.

Consult the data sheet and find the 'to hit' score for your model - this shows the minimum D6 score required to hit the target. This dice score may be increased or decreased by the 'to hit modifiers' indicated on the playsheet. Roll a dice for each model firing and add any modifiers that apply. If you score your 'to hit' number or more you have hit the target.

Most players prefer to fire several stands or vehicles against a single group of enemy - such as an enemy infantry detachment or vehicle squadron. All you need do is declare that you are firing, for example, 6 Space Marine troop stands at three enemy troop stands - 2 shots at each stand. Then roll 2 dice for each enemy stand to determine where hits are scored.

Exactly how you arrange your firing is up to you - so long as both players are clear as to which models are firing at which targets you can bunch shots in any way which saves time and concentrates fire.

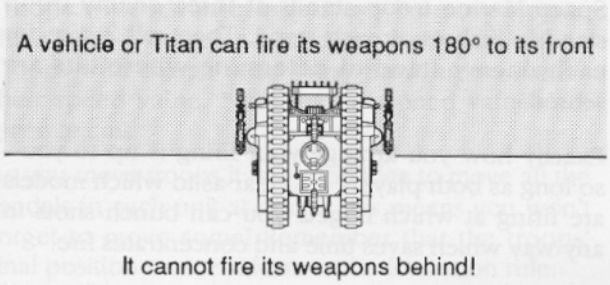
KEVIN WALKER

TARGETS

Except in the case of barrage fire (which is explained later) models may only fire at targets which they can actually see. In addition, vehicles and Titans can only fire weapons which they can bring to bear on the target.

Fire Arc

Troop stands are assumed to be fairly mobile so they are allowed to fire in any direction - if they need to fire behind them then individual troopers can just turn around. Vehicles and Titans, however, can only shoot at targets within their fire arc, as shown on the diagram below.



Range

The range of each type of weapon is indicated on the data sheets. Once you have nominated your target measure the range - if the target is out of range you miss automatically!

Line Of Sight

Broadly speaking the buildings, hills, woods, and other terrain features on your table are assumed to be realistic scale representations of actual buildings, hills, etc. If a model can see its intended target it may fire, if it cannot see its target because of an interposing building, hill, etc, then it cannot fire. In most cases you can tell if the model can see its target quite easily. In other cases you may have to get down over the table for a model's eye view!

There are some situations where you might be able to see part of a target, but where common sense dictates it would really be hidden. For example, if the line of sight to your target is even partially obscured by another model then you may not fire - the interposing model gets in the way and stops you getting a clear shot.

In the case of woods, the few tree models are assumed to represent a dense tangle of undergrowth which obscures sight. For this reason troops may not see through woods. Models inside woods may only fire if they are positioned right on

SPECIAL RULE

BARRAGES

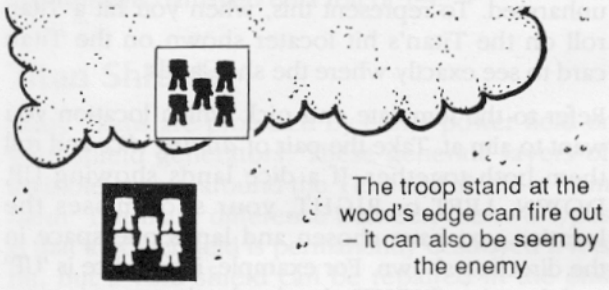
Many artillery pieces, rocket launchers, and some other weapons fire a barrage of shots causing mass destruction on the enemy. When these guns or launchers are grouped together in a unit they always fire a single barrage at the same general target. On the data sheets these weapons have no attack dice or to hit roll - instead they have a number of *barrage points*. The main difference between a barrage and a normal attack is that the barrage covers a substantial area and so may hit several models.

If you fire a barrage at a target that can be seen by the gun crews, this is called a direct barrage. Because crews can see where they are aiming the direct barrage will be very accurate indeed. You can also fire a barrage at a target that the gunners can't see so long as at least one model in your force can see the target and so long as the unit firing the barrage has *first fire* orders. The troops who can see the target are communicating enemy positions to the waiting gun crews. This is called an indirect barrage. Indirect barrages are not as accurate as direct barrages.

To fire a barrage declare which unit is firing then take the *burst template* and place it on the table where you want the barrage to land. Next refer to the data sheet to work out the total number of barrage points. The whole unit fires at once, so the number of barrage points for each weapon is multiplied by the number of weapons to find the total number of barrage points. When you have worked out the total barrage points refer to the barrage chart on the playsheet. This indicates the dice score needed to hit each model under the template. Roll one dice for each model under the template and remove or take saving throws for models which are hit as normal.

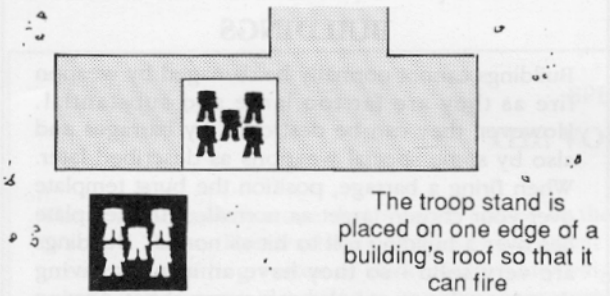
Indirect barrages are more likely to miss their intended target, usually because the co-ordinates given to the crews are inaccurate. Once you have positioned the barrage template roll the scatter dice and 2D6. If the scatter dice shows 'a hit' the attack is on target. If it shows the scatter arrow, the barrage has missed and lands some distance off in the direction indicated by the arrow. The 2D6 score shows the distance in cms that the barrage scatters. For example, if you roll 5 move the template 5cm, if you roll 10 move the template 10cms and so on. Wherever the barrage lands anything underneath may be hit exactly as for a normal barrage.

the edge so they are looking out. Similarly, models wishing to shoot at an enemy in a wood can only do so if the targets are positioned on the edge. Where opposing troops occupy the same wood they may not fire at each other except to fight close combat as described later.



The troop stand at the wood's edge can fire out – it can also be seen by the enemy

Troops occupying buildings are also a special exception to the normal rules. It is obviously impossible to place your troop stands inside the building models, so when troops move into buildings the models are placed on the roof. However, these troops are really scattered throughout the building, positioned at windows and crouching on balconies. To represent this, place the stand so that it is touching one wall edge as shown below.



The troop stand is placed on one edge of a building's roof so that it can fire

Models positioned in a building may only fire out from the edge they are positioned against. Similarly, they can only be fired at by enemy models which can fire at their position at this edge.

Multiple Shots

Some vehicles, Titans, and even infantry stands can fire more than once per turn, either because they carry more than one weapon system, or because their weapon system is very rapid firing. For example, the Land Raider has three weapons systems – a double-barrelled lascannon on each side and cupola-mounted bolters. Each shot is repesented by a separate dice roll and may be targetted at either the same or different targets if you wish.

Where in reality vehicles have a number of light weapons, such as bolters, to protect them against infantry attack, they are usually treated as a single weapon system and represented by a single dice roll. This is very much like an infantry troop stand where 1 roll represents 5 weapons firing.

SPECIAL RULE

FIRING AT A COMMAND UNIT

You may only shoot at a command unit if it is the closest enemy target. This rule prevents unscrupulous players deliberately targeting valuable commanders. In reality, amid explosions and crossfires, commanders would be impossible to pick out from other troops.

Armour Saving Throws

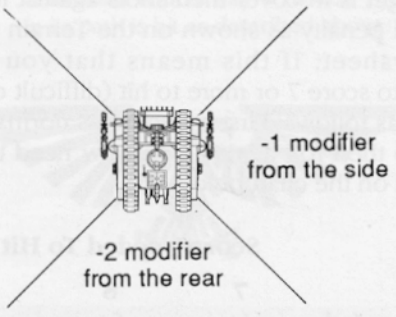
Most fighting vehicles are protected by armour which makes them very difficult to destroy. Other troops may also benefit from armour in some form - Titans have armoured bodies for example. Models protected by armour have a special armour saving throw. If the model is hit roll a D6 to determine if the armour stops the hit.

To make a saving throw, roll a D6 and subtract any saving throw modifier for the weapon that scored the hit. These modifiers are shown on the data sheets together with other troop details. If the modified dice score is equal to or greater than your model's saving throw, you have saved and the hit is discounted. If the D6 score is less than the model's saving throw, you have failed and the shot hits as normal.

SPECIAL RULE

SIDE AND REAR SHOTS

Armoured vehicles have their heaviest armour on the front - where the enemy are most likely to hit. The armour on the sides is lighter and that on the rear is lightest of all. To represent this you reduce armour saving throws by 1 if hit from the side, and by 2 if hit from the rear. This only applies to vehicles - not to Titans or other armoured targets



COLIN HOWARD

Hits

Once a vehicle or troop stand has been hit, and assuming it does not save because of its armour, it is destroyed. The model is removed from play and takes no further part in the game. Titans are extremely large targets and they can sustain several hits before they are destroyed. Special rules for what happens when you hit a Titan are discussed later.

Cover

If a target is partially hidden from the attacker by terrain then it is described as being 'in cover'. Models inside a wood are always considered to be in cover, as are troops placed in buildings.

If the target is in cover then shots against it suffer a to hit roll penalty as shown on the Terrain Chart on the playsheet. If this means that you end up needing to score 7 or more to hit (difficult on a D6!) proceed as follows. First roll to hit as normal. If you score a 6 then roll again - you now need the score indicated on the chart below.

	Score Needed To Hit		
2nd D6	7	8	9+
Score needed	4+	5+	6+

TITANS

Titans are much larger than normal vehicles, and able to take considerably more punishment before they are destroyed. A shot that would blow a Land Raider to pieces might only destroy a weapon on a Titan, leaving the rest of the mighty machine unharmed. To represent this, when you hit a Titan roll on the Titan's hit locater shown on the Titan card to see exactly where the shot lands.

Refer to the template and pick which location you want to aim at. Take the pair of *aiming dice* and roll them both together. If a dice lands showing UP, DOWN, LEFT or RIGHT, your shot misses the location you have chosen and lands one space in the direction shown. For example, if one dice is 'UP' and the other 'RIGHT', the shot lands one square up and one square to the right. In this way the dice indicate the location hit. If the shot lands in an empty square you have missed.

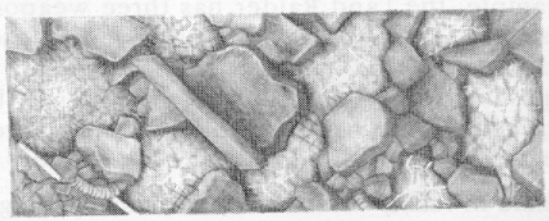
The Titan is allowed an armour saving roll, which is shown on the location itself. If the Titan fails its saving roll, roll a further D6 and refer to the damage table printed on the back of the Titan card. Apply any damage results immediately.

SPECIAL RULE

BUILDINGS

Buildings cannot normally be damaged by weapon fire as they are far too large and substantial. However, they can be destroyed by barrages and also by some special weapons as described later. When firing a barrage, position the burst template over your chosen target as normal. If the template lies over a building roll to hit as normal. Buildings are very solid - so they have an armour saving throw as shown on the reference sheet. Saving throws for buildings are taken by rolling 2D6 rather than 1D6, as is usually the case. The extra dice reflects the size and solidity of the building. This saving throw is modified by the weapon's save modifier in the same way as saving throws for vehicles.

Buildings that fail their save are destroyed along with any troops that are inside. Remove the building model, and place rubble counters on the area to mark where it stood. Rubble can affect your troops' movement. Refer to the Terrain Chart on the playsheet for penalties for moving over rubble.



Repairing Damaged Titans

Some types of damage can be repaired, and these are indicated on the Titan card damage table. Repairs may be attempted during the end phase. Roll a D6 for each damaged system that can be repaired; it is successfully repaired on a roll of 5-6, and remains damaged on a roll of 1-4.

Titan Shields

Many Titans are protected by either power field or void shield generators. These generate layers of invisible energy around the Titan and shield it from harm. The main difference between the two types is that a power field is permanently destroyed if it is hit, but a void shield can be repaired in the end phase on the D6 roll of a 5-6.

When a Titan is hit the shot strikes its power shield or void shield. The shield is knocked down but the hit is absorbed and does no further damage. In this way the shield protects the Titan itself from harm. Titans usually have several shields - one under the other rather like the layers of an onion. This means it may be necessary to score several hits before you can hit the Titan itself. Keep a record of the number of shields left to each Titan using the numbered shield wheel on the Titan's base. Don't forget to add void shields back on once they are repaired.

KEVIN WALKER

SPECIAL RULE

THE VORTEX MISSILE

The Vortex missile is a one shot weapon carried by the Warlord Titan. The warhead explodes on impact creating a whirling vortex of dark energy. Anything caught in the vortex is reduced to its component atoms and destroyed. The drawback of their weapon is that it is unpredictable and also very difficult to produce - consequently the Vortex Missile is rare and extremely precious.

A Vortex missile may only be fired if the Warlord has first fire orders. Remove the missile from the model once it has been used. Place a vortex template on the table where you want the missile to land. Missiles have an unlimited range, so you may place the template anywhere that the Titan can see.

Roll to determine if the vortex scatters as you would for an indirect barrage (see the special Barrage rule). Any building or model under the Vortex is destroyed except for Titans (see below). No armour saving throw is allowed.

Titans are so large that the vortex may not cover them entirely. A Titan hit by a vortex suffers D6 hits with no armour saving throws - any location hit will automatically take damage. Once casualties have been removed, leave the Vortex in place, the area has been turned into a whirling ball of dark energy that is impossible to enter or to see or shoot through.

During the end phase of the turn, roll a D6 for each Vortex:

D6	Result
1-2	The vortex dissipates harmlessly. Remove it from the table.
3-4	The vortex stays where it is.
5-6	The vortex moves 2D6cm in a random direction - use the scatter dice to determine which way it moves. Anything in its path is hit as described above.

CLOSE COMBAT

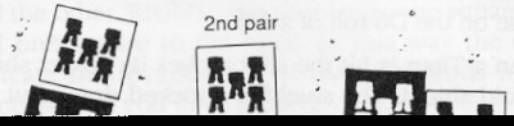
Close combat encompasses close range hand-to-hand fighting using grenades, knives, clubs and similar weapons as well as short range fire from other longer-ranged weaponry and supporting fire from vehicles. Titans and very large vehicles are also assumed to fight by treading on or driving over their opponents and flattening them.

Close combat attacks are worked out differently to long range fire. To resolve a combat each player rolls 2D6 and adds the *close assault factor* for their troop stand, vehicle or Titan. Whichever side scores highest wins the close combat and eliminates its opponent - no saving throw allowed!

CLOSE COMBAT PROCEDURE

Troops engaged in close combat fight in the close combat segment. They do this regardless of their orders and regardless of whether they have fired in the first fire segment.

Combat is resolved for each pair of combatants at a time (be they troop stands or vehicle models) as shown on the diagram below.



SPECIAL RULE

TITAN CLOSE COMBAT WEAPONS

A Titan is an awesome weapon of destruction: its gigantic limbs can push armoured vehicles aside, crushing men and equipment as if they were egg-shells. Against such lesser troops a Titan doesn't need specific close combat weapons - its sheer bulk and power are enough! The Titan's thrashing limbs and extremely close range shots from its general weaponry are represented by its *close assault factor* in the same way as other troops.

Titans may also carry deadly close combat weapons such as power or chain fists. Some can be used against any close combat opponents, but they are primarily intended for fighting other Titans.

CHAIN FIST

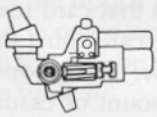
This is a chain-driven saw with toothed blades which can rip apart even the toughest opponent. The Titan rolls an extra D6 to resolve close combat (3D6 rather than 2D6). This applies against all opponents including troop stands, vehicles and enemy Titans. If you win the close combat against an enemy Titan, add +2 to the damage roll. A building hit with a chain fist is destroyed unless it can roll its saving throw.

POWER FIST

This is a gigantic armoured fist surrounded by a powerful energy field which the Titan can use to tear other Titans apart or crush buildings into rubble. If a Titan hits another Titan, then it may choose to make a special grab attack with his power fist *instead* of rolling normal damage.

The Titan may grab hold of any location and attempt to rip it away. Both sides roll a D6 and the attacking Titan adds +1. If the attacker's score is highest he has ripped away that part of the Titan and the location takes maximum damage. If the defender's score is higher then he manages to slip away from the other Titan unharmed. If scores are equal then the loser evades the grip and damage on the location is resolved with a D6 as normal. If you hit a building with a power fist it is destroyed unless it can roll its saving throw with a -4 modifier.

LASER BURNER



The laser burner is a searing laser beam whose energy is focused at a point just in front of the weapon. The energy is so intense that it can vaporise bare metal and overload power systems. It is used to attack other Titans.

If a Titan hits another Titan then it may attack with its laser burner *instead* of rolling normal damage. Roll a D6 - this is the number of hits inflicted on the enemy Titan. You can only hit each location once, but otherwise you may choose which locations are hit as normal. Roll damage for each location.

most enemy troops without any trouble, and are only 'pinned' in close combat when engaged by other Titans. Skimmers are only 'pinned' in close combat when engaged by other skimmers.

Titans in Close Combat

Titans fight in close combat in a similar way to other troops - but note than they cannot be 'pinned' except by other Titans. Resolve a separate round of combat against each enemy exactly as described for vehicles or troops stands. Titans have a phenomenally high *close assault factor* so they are very hard to beat except by other Titans. It is just about possible to swamp a Titan by surrounding it by hordes of more lowly troops, but this is a desperate gambit rather than a viable tactic!

A Titan's power shields or void shields do not protect it in close combat as they do against other fire. Once troops are close enough to the Titan to fight hand-to-hand they have already passed through the shields. The shields remain intact, but have no effect on close combat.

If a Titan is hit in close combat then damage is worked out as follows. Refer to the location diagram. The enemy may choose the location he wishes to strike at - there is no need to use the aim dice for close combat hits. This is the advantage of tackling a Titan at close range - it is so big you won't have any trouble hitting the bit you want! As with all close combat hits the location hit does not get a saving throw. Go straight to the damage chart and roll for damage.

Vehicles in Close Combat

Most vehicles fight in close combat in the same way as troop stands of infantry. Their close assault factor reflects their ability to drive over or into troops as well as any short range fire from their weapons.

A few vehicles are designed to fight in close combat and these are provided with crushing rollers, pincers, or other devices. These confer an appropriate special bonus – see the data sheets for condensed details.

THE END PHASE

During the end phase each side tidies up the tabletop by removing any order counters left in place, and makes sure all the record keeping is up to date. Each side also reviews its *victory points*, and may attempt to *rally* units as described later. The end phase also provides an excellent opportunity to make a cup of tea and break out the biscuits!

VICTORY POINTS

In every game, as in every battle, there must be a winner and a loser. In Space Marine victory points are used to determine who has won the game. You win victory points by capturing objective counters and by breaking enemy troops.

The number of victory points needed to win the game is called the **victory level**. The larger the game, the more victory points are needed to win. Refer to the Victory Table on the reference sheet - this shows the number of victory points needed to win according to the size of the game.

The first player to reach the victory level in the end phase of the turn is the winner. If both players reach the victory level on the same turn then the game is a draw.

Objective Counters

In the section *Starting The Game* we described how objective counters are placed on the table before the battle begins. These counters represent vital tactical objectives, such as an important building, or maybe a hill that offers a commanding view over the battlefield, and so on. Objectives are captured by moving your own troops close to the objective counters as explained below.

If you capture an objective during the turn you receive 5 victory points in the end phase. Your total number of victory points is recorded from turn to turn, and indicates how well your side is progressing. If your opponent captures an objective that you have taken previously, then you lose the 5 victory points and your opponent gains them.

To capture an objective you must have at least one model within 15cm of the counter in the end phase. If both sides have models within 15cm of a counter, the player whose model is closest has captured it. If both sides are equally distant neither player has captured the counter.

Once captured, the counter is turned over to indicate which player controls it (red or blue). The first objective captured determines which side has red and which blue objectives. Thereafter counters are flipped over and replaced with those of the appropriate colour as necessary.

Once you have captured an objective it is yours until it is taken away from you - it is not necessary to keep your models within 15cm. Of course, you may find the enemy is quick to take advantage of an unprotected objective and he may well attempt to capture it if he is able to do so!

Objectives can never be destroyed. If they are on a piece of terrain that is destroyed (such as a building), the counter is left on the table.

BREAK POINT

Troops very rarely fight to the last man - even the bravest and most potent warriors can only take so much before they start to waver or even withdraw. This is represented in the game by a **morale check** to determine whether troops are willing to fight on. A good commander always takes the morale of his troops into consideration when he plans his battle. He knows that certain troops can only be relied on for a little while, while others can be trusted to fight through almost regardless of losses.

When casualties are removed from the game they are placed on a side-table next to the army card that represents them. This means you will be able to see how many models have been lost from each company, support detachment, squadron, etc. This is useful because it means you don't have to worry about recording casualties on paper or remembering how many models have been removed from each 'card'.

On the reverse of each epic army card is a summary of game details including the **break point** of the troops which the card represents. This may be a company, a detachment, a tank squadron, or whatever.

Once the number of casualties on that card reaches the break point each unit on the card must take a morale check as described below. The troops are now said to be 'broken' - the amount of casualties they have sustained has unnerved them and either destroyed their willingness to fight or killed so many that they are no longer able to fight effectively.

Once troops have been broken their epic army card is flipped over. On the reverse of the card is a victory points number - this number of victory

points is awarded to the other side. This means that it is possible to win a game by destroying enemy troops as well as by capturing objectives - which is as it should be!

MORALE CHECK

Once troops are broken, a **morale check** is made to establish whether they are still willing to carry on fighting.

A unit must take a morale check under the following circumstances:

1. Once troops have sustained casualties equal to their break point they are *broken*. Surviving troops on that card must take a morale check immediately.
2. Broken troops must also take a morale check at the start of the close combat segment if they are engaged in close combat.
3. Sometimes troops must take a morale check in response to a particularly horrible encounter or experience - troops engaged by Daemons, for example. These circumstances will be indicated in special rules for these creatures or situations as appropriate.
4. Troops must take a morale check if they wish to rally as explained below.
5. Note that Command units never need check morale - but some can affect the morale of troops around them as discussed below.

A morale check is always made for each single unit at a time. It is therefore possible for one detachment in a company to pass its check, while another detachment in the same company fails.

To take a morale check, roll a D6. Note that some command units, such as Space Marine HQ units, add a bonus to the score of nearby troops. If the score is equal to or greater than the **morale value** of the troops then the check is passed. If the score is lower the troops fail their check. The troops' morale value is noted on the back of their epic army card so that it will be shown uppermost once they have been broken.

If troops fail a morale check they must **fall back**, and a fall back order counter is placed next to them to show that they are doing so. While the fall back counter is in place troops may not be given any orders - the compulsion to fall back supercedes any other instruction. Troops must continue to fall back each turn until they rally as explained below.

Fall Back

Troops who are falling back move at up to double rate as if they had charge orders - except they move away from the enemy rather than towards them!

Falling back troops are not permitted to move in any way that brings them closer to the enemy. However, models do not have to move at all if they are in cover or if they cannot see any enemy troops. Otherwise, they **must** move as far as they can away from the enemy - although they may stop once they reach cover or a position from where they can't see the enemy.

Troops who are falling back are not allowed to fire in the combat phase. They may fight in close combat, but their close assault factor is reduced by -2.

If troops with fall back orders are obliged to take a further morale check, they **rout** if the check is failed. Once troops are routed they have totally lost their willingness to fight, vehicles are abandoned, and individual soldiers hide themselves where they can or run away from the battlefield completely. To all intents and purposes the unit is destroyed and it is therefore removed from the tabletop as if the troops were killed.

Rallying

Although troops may retreat they do not necessarily continue to do so until they leave the battlefield. Once they have left the immediate fighting zone they might halt to regroup - this is called *rallying*.

A unit that is falling back may attempt to rally in the end phase. However, you may not attempt to rally troops on the same turn that they begin to fall back. Once troops begin to fall back they must wait a whole turn before you attempt to rally them.

To rally successfully a morale check is taken for the unit. If the troops pass the check then they have rallied successfully and the fall back counter is removed. If the check is failed the troops have not rallied, they continue to fall back and the counter remains in place. There is nothing to stop troops attempting to rally in a subsequent turn if they fail to rally. Note that in the case of a morale check for rally, troops do not rout if they fail the check as the check is totally voluntary.

EPIC FORCES

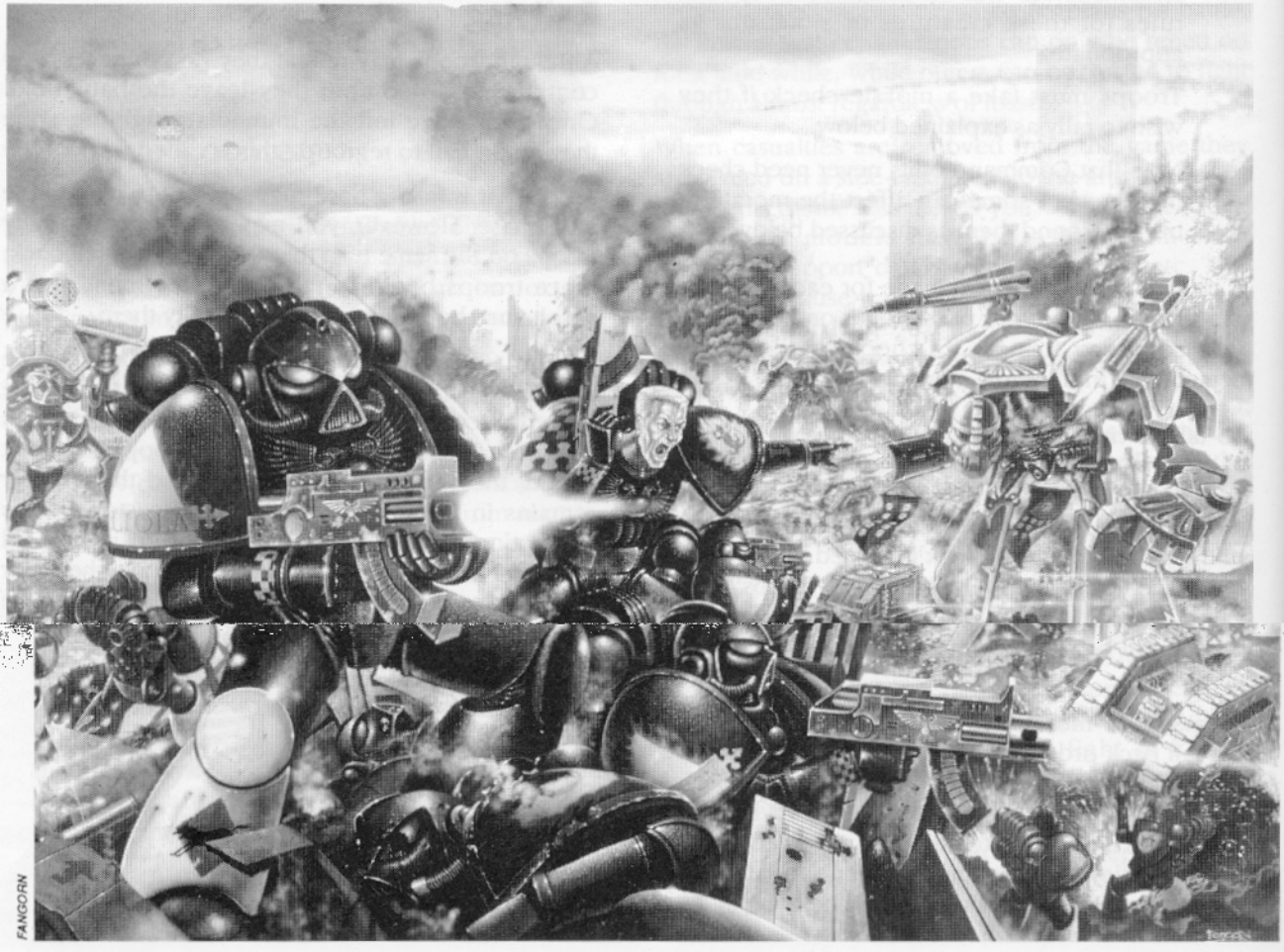
This part of the rule book describes some of the troops and weapons that comprise the many mighty armies of the Warhammer 40,000 universe. We will discuss how to choose your troops using the epic army cards and how to represent it on the tabletop using Citadel models. For example, we will describe how the fighting Space Marines are organised into different types of fighting detachment, and provide rules for the vehicles they use including the Land Raider and Rhino troop carriers.

Because the Space Marine box includes models of Space Marines, Eldar and Orks we have concentrated on the details needed to use them. We have also included details of a few other vehicles, weapons, and troops to give you some idea of the awesome scope of the Space Marine game. Citadel Miniatures manufacture a comprehensive and constantly expanding range of metal and plastic models. These cover new races (such as Squats and Chaos), new armies (such as Imperial Guard and Titans), and many new troops, support weapons and vehicles for Space Marines, Eldar and Orks.

It would be impossible for us to provide all the extra rules and epic army cards for every model currently available - there are simply too many and this book would need to be several hundred pages long to accomodate them! However, because we know you'd like as much information as possible, we've printed condensed data sheets which cover every model available at the time of going to press. For example, you'll see that the data sheets enable you to use Devastator Space Marines, Imperial Guard Beastmen, Predator Tanks, the Baneblade Super Heavy Battle Tank, and many other troops and vehicles.

Within the limited confines of this book we are not able to provide the special rules that apply to some of these vehicles - but the data sheets provide enough detail for you to use the models should you so wish. Full rules and the epic army cards for these troops and vehicles are available in one of many planned **Space Marine Armies** supplements.

New Space Marine models are being made all the time by Citadel's expert team of designers. As a result you may well find models which are not covered by either the data sheets or one of the Space Marine Armies supplements. Information about new releases and rules for new models are printed in our monthly magazine White Dwarf, together with battle reports, tactical discussions, painting articles, making scenery, and other features about the Space Marine game.



FANGORN

CHOOSING YOUR EPIC ARMY

In the Space Marine game you command whole detachments of troops, squadrons of vehicles, entire companies of Space Marines, huge Ork Clans, and numerous Eldar Warhosts. These are large, impressive formations made up of many fighting warriors, vehicles, and weapons. The great advantage of the small size of the epic scale models is that it is easy to represent a vast battlefield dominated by large formations, massive defence lines, mighty fortifications, awesome cities, and rolling plains where grand tactics determine the outcome of the battle, and where the best strategy will generally win the day.

The epic army cards are used to choose your army before each game. Most players will want to use the same army over and over again. After all, once you have assembled and painted your force you will want to fight many battles, so naturally your army will remain pretty much the same from one game to another. On the other hand, you'll undoubtedly want to obtain and paint more models for your collection from time to time.

The epic army cards supplied with the Space Marine game define some new troop formations which you can include. The complete sets of epic army cards for Orks, Eldar and Space Marines, together with those for Imperial Guard, Titans, Knights, Chaos, and Squats are available as Space Marine Armies supplements which also give new rules for all the tanks, special troops and weapons concerned.

Most players will want to concentrate their efforts on collecting a single army (to start with at least!) leaving opposing armies to other members of their gaming group. It doesn't matter if two or more players choose the same army – the far future is a war-torn and unpredictable place where rival ork Warlords fight each other all the time, Imperial Overlords sometimes rebel against the Imperium, and even Space Marines become involved in wars amongst themselves.

To begin with we'll just consider the armies you have in the Space Marine boxed game. Before choosing your epic army you should first decide whether you want to play Space Marines, Orks, or Eldar and take the appropriate card deck for your force.

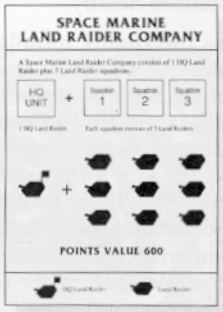
Sort through the deck and remove the **Special Cards**. These are all marked SPECIAL and, as you can see, they are large sized cards. Special cards represent rare and valuable troops or equipment, and some have their own special rules printed on the card itself. These are not generally organised into larger formations, but operate more or less independently to the rest of the force. Examples which spring to mind include Space Marine Chaplains (who exhort the Space Marines to greater deeds of valour) and Medics (who can 'save' the lives of troops who would otherwise be slain).

Put all of the special cards aside for the moment as they describe troops and weapons available separately. We have included them here to give you an idea of the sort of special troops and equipment available, and so we can describe how the special cards work in the overall scheme of things.

No doubt you will want to add some of the models described on the special cards to your collection. There is nothing to stop you improvising by using a spare troop stand to represent your Chaplain, Medic, etc.

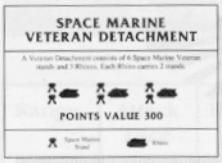
Special Card

Special Cards represent rare and valuable troops and equipment that usually operates independently to the rest of the force.



Company Card

Company Cards represent the major military groups within an army. They usually consist of several formations. They are the basic building blocks of an army, and there must be at least one in every force.



Support Card

Support Cards represent smaller formations of troops or vehicles whose role it is to support the larger companies.

You are now left with two sizes of card. Sort out the larger sized cards - these are the **Company Cards** representing either Space Marine Companies, Eldar Warhosts, or Ork Clans. These are big, fundamental military groups which usually consist of several different formations. Company cards are the building blocks of armies - even the smallest army must contain at least one company card and most forces will consist of several.

The remaining cards are half the size of either the Company or Special cards - these are **Support Cards**. These represent smaller formations of troops, such as a single squadron of tanks or a single detachment of Space Marines. These are troops whose role is to support the larger companies. This might be a detachment of troops, or a squadron of tanks (both can be formed from the infantry and tank models in this box) or it might be a battery of artillery or some other kind of support group for which models are available separately. We've included support cards for a variety of extra models for each army.

To choose an army both players agree on a points value and use the epic army cards to select troops up to that value. Every card has its points value clearly marked upon it - for example a Space Marine Tactical Company costs 750 points. Your army must always include at least 1 Company card but it can include more. For every Company card you can include up to 5 Support cards and 1 Special card. These restrictions ensure that your army is structured just like a real Space Marine, Ork or Eldar force, with a proper proportion of front-line combat troops, support troops and special troops.

SPACE MARINES

The Space Marines are the best of all the Emperor's troops and the ultimate human warriors. They are divided into many Chapters – each a small independent army with its own spacefleet and everything it needs to function. Most Chapters control an entire planet which forms their home base although some are based on mobile space fortresses. The Chapters are scattered throughout the Imperium so that wherever danger threatens there will always be Space Marines nearby.

As the highly mobile elite of the Imperium the Space Marines will often find themselves right at the spearhead of the action, whether it is to plug a vulnerable gap while the larger and less mobile formations of the Imperial Guard can be brought into action, to recover captives, or to act as a swift and deadly strike force sent deep into enemy territory to knock out vital installations. On other occasions Space Marines fight alongside troops from the Imperial Guard, Squats, or the Titan Legions, adding their considerable might to the vast combined forces of the Imperium.

CHOOSING THE SPACE MARINE ARMY

Your Space Marine force represents part of a Chapter of Space Marines, though it is possible to represent an entire Chapter or even several different Chapters if you have enough extra models. Your troops are chosen using the epic army cards. Begin by fixing a points value for the whole army – your force may not exceed this value.

You must choose at least 1 company card but you can choose more (assuming you have the models of course). For every company card chosen you may include up to 5 support cards and 1 special card. Support and special cards add new formations to the army, for example a new detachment of Space Marines or a squadron of Land Raiders. As you choose your cards note down the total points value and make sure that the total does not exceed the value for the army.

There are many Chapters of Space Marines, some scattered on the very edges of the galaxy where they have little contact with the Imperium, while others are clustered around the central sectors where large populations and valuable industries need protecting. Each Chapter has its own traditions and cultural identity which determines how it fights, its code of honour, and its uniform schemes. We have only space here to discuss this briefly, but you can find more information about Space Marines in further *Space Marine* publications, Games Workshop's monthly magazine *White Dwarf*, and in the *Warhammer 40,000* rulebook. Details of some of the most famous Space Marine Chapters are given below.

The Space Wolves.

The Space Wolves live on a world called Fenris, a planet covered by great oceans studded with many tiny islands. The planet's inhabitants are fierce sea-borne raiders, much like the nordic warriors of ancient earth with their long dragon ships. It is from these proud warriors that the Space Wolves recruit their Space Marines. The Space Wolves' uniform and main Chapter colour is a pale grey which echoes the colour of the great Dire Wolf whose head forms the Chapter's emblem.

The Dark Angels.

The Dark Angels are age-old rivals of the Space Wolves. When they fight together each Chapter will try to outdo the other, recalling the ancient rivalry between the two original founders of these Chapters: Leman Russ Primarch of the Space Wolves, and Lion El'jonson Primarch of the Dark Angels. On eleven occasions in their history the two Chapters have gone to war against each other, the most recent being the Magdelon War in which the Space Wolves finally ousted the Dark Angels from the second moon of Magdelon and its famed gem mines. The Dark Angels uniform is very dark green and their badge is the winged dagger.

The Ultramarines.

The basic uniforms and tactical doctrines of the Space Marine Chapters were laid down after the Horus Heresy in a book called the Codex Astartes. Although most Space Marine Chapters have changed considerably in the ensuing ten thousand years, the Ultramarines have religiously maintained the purity of these traditions. Their main uniform colour is blue and their badge is the ancient omega symbol.

The Blood Angels.

The Blood Angels are amongst the most highly honoured of all Space Marine Chapters. Ten thousand years ago, during the dark days of the Horus Heresy, the Blood Angels' founder Primarch Sanguinius was slain while battling for the life of the Emperor. Ever since that time the Blood Angels have kept the memory of their revered Primarch alive by countless acts of heroism and self-sacrifice. The Blood Angels' uniform colour is red and their badge is the winged blood drop.

SPACE MARINES

Space Marines Chapters are tightly and carefully organised fighting forces in which individual companies and detachments are designed to fulfil specific roles. A typical Space Marine Chapter has ten companies – although more companies will be created and maintained in times of prolonged war. Each company is made up of three detachments plus an HQ unit.

HQ unit. A Space Marine command unit is called an HQ unit, and consists of a single stand of Space Marines marked with a banner pole to indicate that a Captain and his staff are included on the base. Specific Space Marine officer models are available separately and can be included on the HQ stand if you wish. Any Imperial formation may add +1 to its morale dice if a Space Marine HQ unit is within 10cm.

A **Detachment** can be either *Tactical, Assault,* or *Devastator.* Each type carries different weapons and equipment and fulfils a different tactical role. This is shown in the game by the different game details.

Assault Space Marines are equipped with close quarter weapons such as pistols and swords, and they wear powered jump-packs which enable them to leap over terrain and move much faster than ordinary troops. Assault Space Marines may therefore ignore movement penalties – they simply use their jump packs to leap over trees, rocks and buildings.

Devastator Space Marines carry heavy weapons, such as lascannons, which they use to burst open enemy tanks and installations.

Tactical Space Marines usually carry bolt guns and are highly flexible and tactically adaptable troops. They make up the majority of most Space Marine Chapters. The models provided with the box game are all Tactical Space Marines.

MARTIN MCKENNA

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Tactical Marines	10cm	None	+2	Bolters	50cm	1	5+	0	
Assault Marines	15cm	None	+3	Pistols\Swords	25cm	1	5+	0	Jump Packs.
Devastator Marines	10cm	None	+2	Hvy Weapons	75cm	2	5+	-1	
HQ Unit	10cm	None	+4	Bolt Pistols	25cm	2	5+	0	Imperial troops within 10cm add +1 morale.

VETERANS AND SCOUTS

Veterans. The first (number 1) company is the Veteran Company. Space Marine Veterans are the most experienced and toughest Space Marines in the entire Chapter. Their game details are superior to other Space Marines. Veterans can fight in normal Space Marine power armour or as Terminators in special Terminator armour.

Scouts. A Chapter also has at least one Scout Company, made up of young Space Marines who have yet to complete the final stages of their training and bio-chemical enhancement. Until they are ready to join the brother-warriors of the Space Marines they fight as Scouts.

Scouts are more lightly equipped than other Space Marines. They are trained to infiltrate the battlefield unseen, clearing the way for the Space Marines, securing vital strong points, and scouting the enemy's firepower.

To represent the way in which Scouts infiltrate the battlefield unseen by the enemy, the Space Marine player is allowed to reposition Scouts once the two armies have been set up. Before the game begins the Space Marine player may move any or all of his Scouts once at up to charge rate (ie double normal move rate). This may bring the Scouts close to the enemy line – but they are not allowed to move closer to any enemy troops than 5cm.

Although the Space Marine box does not contain Terminator, Assault, Devastator Marines or Scouts, their details are included here for your convenience. Additional types of Space Marine models are available in the Epic Space Marine miniature set.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Marine Veterans	10cm	None	+4	Bolters	50cm	1	5+	0	
Terminators	10cm	6+	+6	Storm Bolters	25cm	2	4+	-1	
Marine Scouts	10cm	None	+2	Bolt Pistols	50cm	1	5+	0	

SPECIAL SPACE MARINE COMMAND UNITS

Every Space Marine Chapter includes a number of Space Marine officers who fulfil special roles within the Chapter. For example: Tech-Marines who are expert mechanics, Librarians who have psychic powers, and Chaplains who are important cult leaders. Each of these special officers is represented by a single stand forming a command unit which is assumed to include one or more of the officer type, plus other lower-ranking officers, bodyguards, or other accompanying individuals. Each of these special command units has its own special rules and epic army card – but we only have space in show a representative sample in this rule book. The remainder are covered by Space Marine Armies supplements.

Chaplains. Every Space Marine Chapter has its own priests of the Imperial Cult – these are called Chaplains and their role is to look after the Chapter's shrines and chapels, and to administer the various ceremonial rites of the Chapter. All Chaplains are extraordinarily brave, even by Space Marine standards, inspiring tremendous loyalty and fighting fury in the troops around them. Any Imperial troop stands within 10cm of a Chaplain may add +1 to their close assault factor to represent this.

Medic. Every Chapter has its medical staff including high-ranking surgeons and doctors, although these specialists don't always fight on the battlefield. Field-medics are relatively junior medical staff, whose role is to attend to the wounded in the heat of action. Thanks to the advanced technology of the Imperium even the badly wounded stand a good chance of survival, while warriors who are lightly wounded have their injuries tended on the battlefield so they can carry on fighting.

Any Imperial troop stands within 10cm of a Medic may take a special saving throw if they are slain. Roll a D6: if the score is 5 or 6 the Medic has managed to save some or all of the casualties and the troop stand fights on as normal. On the roll of less than 5 the Medic may still have saved the lives of the troops concerned, but they are in no condition to fight on and are removed as casualties as normal.

Note that a Medic can only save the lives of troop stands in this way (including bike riders) – he can't save tanks or any other kind of vehicle or weapon.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Chaplain	10cm	None	+4	Pistols & others	25cm	2	5+	0	Imperial troops within 10cm add +1 to CAF.
Medic	10cm	None	+2	Pistols & others	25cm	1	5+	0	Imperial troops within 10cm save on 5+.

JIM BURNS

LAND RAIDER ARMOURED FIGHTING VEHICLE

The Land Raider armoured fighting vehicle combines speed, firepower and troop carrying capacity, making it an ideal vehicle for a mobile and tactically flexible force such as the Space Marines.

Some Land Raiders are built by the Adeptus Mechanicus and supplied direct to Space Marine Chapters in return for goods, services, or hard cash. However, most Chapters prefer to build Land Raiders in their own armouries, where they can incorporate their own modifications. The Land Raider is the Space Marines' main armoured fighting vehicle, as it combines a great deal of punch into a relatively small space.

The Land Raider can move up to 20cm, a reasonable rate for any armoured vehicle and quite fast considering its heavy armour. Thick plasteel plating gives the Land Raider an armour saving throw of 2 or more, which means that shots will bounce off its armour on the D6 roll of anything but a 1 (of course, as with all vehicles, the enemy's save modifier may reduce the chances of saving).

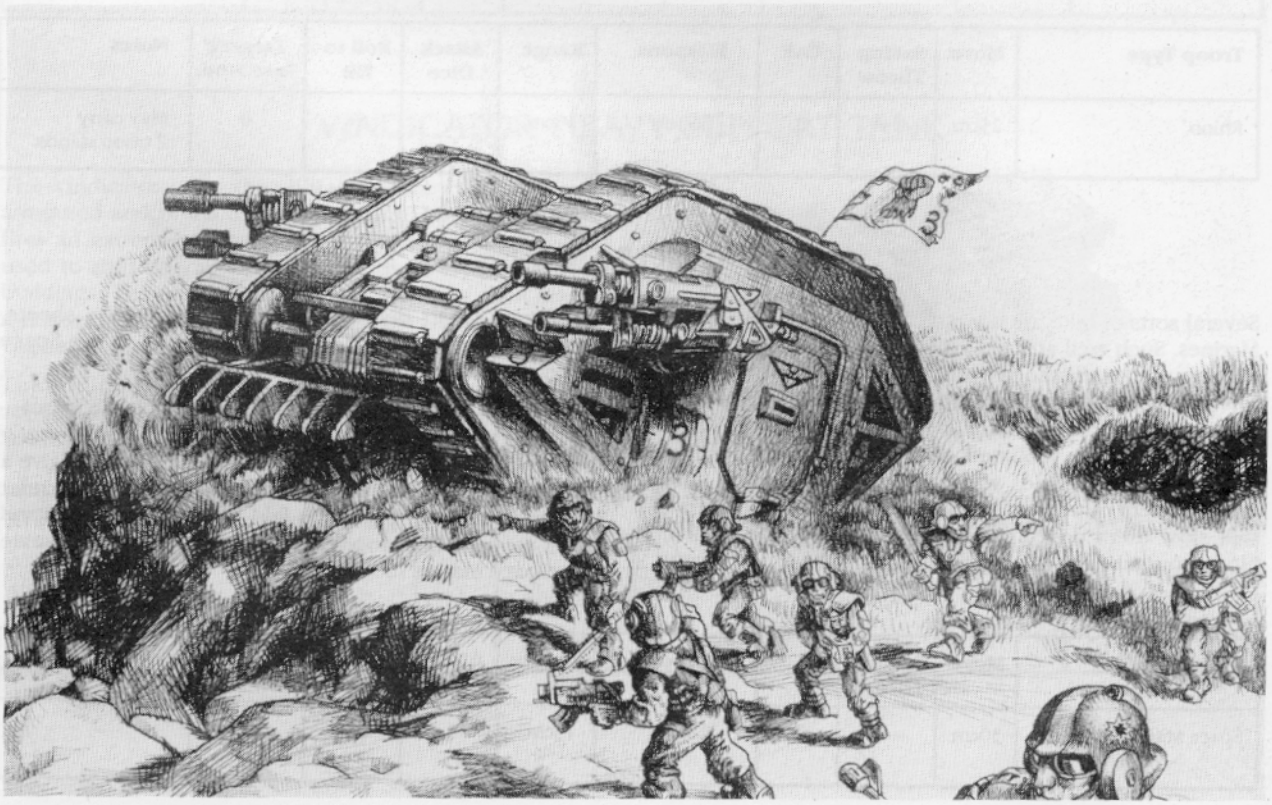
The Land Raider is designed to offer good close combat support. It carries two bolt guns mounted in a cupola high up on its hull positioned to rake down on enemy infantry below. The restricted vision and inflexibility of the small slot on the cupola reduces the effective range of the bolters – their main purpose is to deter infantry from attacking in close combat.

The Land Raider is an excellent vehicle in close combat, crushing enemy troops and light vehicles under its huge tracks, so it has a close assault factor of +3. The Land Raider's main armament is two sponson-mounted lascannons. A separate attack dice is rolled for each lascannon, so the Land Raider has two lascannon shots per turn. Targets hit by the lascannon must subtract -2 from their armour saving dice roll, which means that it can slice through most armoured vehicles. Even heavily armoured tanks like the Land Raider can be knocked out (in the case of a Land Raider you would have to roll a 4 rather than the normal 2 to save, for example).

The Land Raider can shoot its bolters up to 15cm range. This counts as one shot because the bolters are very light weapons compared to the lascannon. Targets hit by the bolters do not suffer the armour saving throw penalty.

The Land Raider can carry ten Space Marines (two troop stands) although its primary role is a battle tank rather than a troop carrier. However, in emergencies Land Raiders can pick up and reposition troops, and they have been known to act as carriers during the initial stages of a battle. On the whole, though, they are too powerful to use in this way. It is better to take up a position which gives a good view over the battlefield, and to use the Land Raiders' long range firepower to pick off enemy tanks from a distance.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Land Raider	20cm	2+	+3	Lascannon Bolters	75cm 15cm	2 1	5+ 6+	-2 0	May carry 2 troop stands.



PAUL BONNER

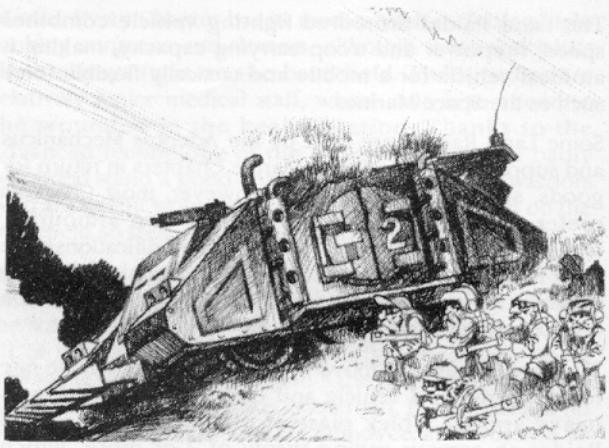
RHINO ARMOURED TROOP CARRIER

The Rhino armoured troop carrier is the most widely used transport vehicle in the Imperium, in service with the Space Marines, the Imperial Guard, the Titan Legions, and even supplied to the Squats and Knight Worlds. Though the Adeptus Mechanicus manufacture large numbers of Rhinos, most planetary Lords and Space Marine Chapters prefer to build and equip their own locally. The Rhino's enduring popularity is due to the ready adaptability of the vehicle's basic design, and the fact that it can be built from a wide range of materials, from steel to high-tech thermo-plasteen. It can be modified to suit local climates or to fulfill different military roles. One of the most common variants, the Whirlwind, is described below.

As the data shows, the Rhino armoured troop carrier can move up to 25cm – relatively fast for an armoured vehicle. This speed allows troops to be moved quickly to their fighting positions with minimum exposure to enemy fire. The Rhino's armoured skin gives it a saving throw of 4 or more on a D6, so when the vehicle is hit the shot rebounds from the armour without any effect on the dice roll of 4, 5 or 6. Remember that when a troop carrier is destroyed any troops inside are eliminated too, so the armour saving throw is important.

The Rhino carries two bolt guns mounted in small flat turrets (called cupolas) on its upper surface. Because of the cupolas' restricted vision and movement the bolt guns only have a short effective range, but this is enough to enable the Rhino to advance with its infantry and fight alongside them in close combat, blasting away at extremely short range. This can make all the difference to the infantry with the Rhinos, especially if you can use the Rhinos to gang up on enemy pieces to outnumber them.

Because of the Rhino's light armament, it has a close assault factor of 0. Its bolter armament can be fired at a range of up to 15cm. Although there are actually two bolt guns, they are such light weapons that their combined fire is represented by a single dice. A 6 is required to hit, and no save modifier is applied to the target's armour saving throw. This means that Rhinos stand little chance against real tanks, but can keep enemy infantry busy and aid friendly infantry by providing extra short range firepower.



The Rhino can carry ten men, ie two troop stands. The best way to use your Rhinos is to decide where you want your infantry to be right at the start of the game, then use the Rhinos to carry them there quickly, preferably in the first turn. As soon as possible get the troops out of the Rhinos and into cover, and from then on use the vehicles as support. Remember that a vehicle travelling in the open is a vulnerable and inviting target – infantry are far safer once they have left their vehicles and either dispersed or taken cover.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Rhino	25cm	4+	0	Bolters	15cm	1	6+	0	May carry 2 troop stands.

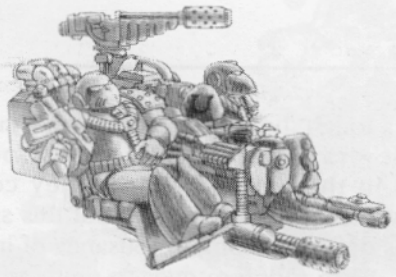
IMPERIAL BIKE

Several sorts of bike are adapted for warfare by the Space Marines. Such well armed and highly mobile troops make excellent reconnaissance troops and may be used to seize forward positions from the enemy. Bikers have a faster move than ordinary infantry as shown on their data sheet. Although they are mounted on a base like infantry, they are treated as vehicles when it comes to moving. This means bikers cannot cross some terrain, and other terrain will slow them down considerably. Bikers can fight in close combat just like other troops. Their close assault factor and other details are given on the data sheets, though there are no bike models included in the Space Marine game itself.

To prepare bike models glue them onto plastic bases – they won't fit into the holes but you can glue them over the top quite easily. Fix two bikers to each base to give a stand of two bikes. The game details shown below refer to a single stand of 2 bike models, just as an infantry stand has 5 models. Bike models are available in the separate Epic Space Marine model set.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Space Marine Bike	30cm	—	+3	Bolters	15cm	1	6+	0	

LAND SPEEDER

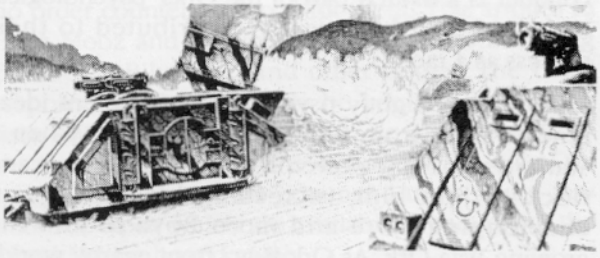


The Land Speeder is a very fast two man light attack vehicle powered by gravitic-reaction jets which suspend it in the air. The Land Speeder is a *skimmer*, and can make special pop-up attacks as described in the main rules. It is armed with the short ranged but deadly multi-melta, which fires a blast of heat capable of melting steel or boiling exposed flesh.

Land Speeder models are available separately in the Epic Space Marine miniatures boxed set.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Land Speeder	30cm	None	+3	Multi-melta	25cm	1	3+	-2	Skimmer.

WHIRLWIND MISSILE CARRIER

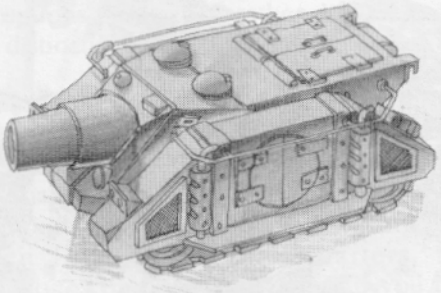


The Whirlwind is an adaptation of the Rhino, featuring the addition of a multiple rocket launcher. This provides long range support barrages which can be used to cover an advance or a retreat, or to pick off exposed enemy at long distances. It is a useful addition to the armouries of the Imperium.

Whirlwinds are part of the large and ever expanding range of metal models available separately from Citadel Miniatures.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Whirlwind	20cm	4+	0	Multi-launcher	150cm	2 Barrage Points		0	Fires barrage.

VINDICATOR HEAVY SUPPORT TANK



The Vindicator is another Rhino variant - a heavy, well armoured and brutal looking tank. Its Thunderer cannon fires an extremely powerful but very short ranged shot, used to shift enemy troops from cover, especially from buildings. The terrific blast of the Thunderer shell makes a nonsense of any attempt to take cover behind walls or vegetation, as such cover is soon blown apart!

The Thunderer cannon ignores the usual modifiers applied to the 'to hit' roll when firing at troops in cover. See the summary sheet for details of these modifiers.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Vindicator	20cm	2+	+2	Thunderer	50cm	1	4+	-3	Ignores to hit modifiers for cover.

ORKS

Orks are a tough, brutal, and remarkably successful race. They rank amongst the most powerful warriors in the whole galaxy. They control a significant part of known space, but this sprawling territory is divided amongst thousands of individual Warlords. Were Orkdom ever to unite against the Imperium it is unlikely that humanity would survive very long.

Rival Warlords are fiercely competitive and spend much of their time fighting each other. They all want to gather the Clans together and lead a huge Waa-Ork against their greatest enemies. The Waa-Ork is a sort of crusade when the Orks stop fighting each other and decide to stomp someone else instead. This overriding urge to expand and conquer is a natural part of the Orks' psychological make-up, and has greatly contributed to their success as a race.

All Orks are slightly psychic so very potent ideas tend to filter from one Ork to another. When a Warlord gets really powerful other Orks sense it and flock to join him, increasing his power and encouraging more and more Boyz to join the growing Waa-Ork. As Ork Boyz from nearby worlds gather they form into their ancestral clan groups ready to do battle. Mekboyz, the mechanics and engineers of the Orkish race, also sense that something is brewing, and begin to build huge fighting machines in readiness for war.

PAUL BONNER

CHOOSING THE ORK ARMY

Your Ork force represents either part of a very large Waa-Ork or maybe an entire smaller Waa-Ork. Like other forces, your troops are chosen using the epic army cards. In Ork armies the company type cards are called Clan cards and each card represents one of the six different Ork Clans. Other armies, such as Space Marines, are allowed as many companies as they can afford, but Orks can only ever have a maximum of six Clans (one of each).

Rather than adding more Clan cards to form a bigger force, the Ork player must add reinforcements to one or more of his Clans to make bigger formations. This system means that Orks behave in a different way to other armies - their formations are larger and more powerful, but there will usually be less of them.

If you look at any Ork Clan card (other than Snakebites) you will see that it consists of only two formations - the command unit formed of several Nobz troop stands, and the Boyz Mob formed of about a dozen Boyz stands. The Nobz can fight separately, but it is a good idea to keep them as close to your Boyz as possible because Ork formations can only be given orders if there are Nobz nearby. This is fully described below as the special Ork Command Rule.

The general rules for choosing armies apply: first agree a points value total for the whole army and then choose your troops using the army cards. You must choose at least 1 Clan card and you can choose more (assuming you have the points and the models of course). For every Clan card in your army you can choose up to 5 support cards and 1 special card.

In this respect choosing an Ork army is just like choosing a Space Marine or any other army. However, the support and special cards work slightly differently. In other armies the support and special cards act as independent formations - but in the case of Ork armies they either provide reinforcements for an existing formation or an entire new formation for the Clan. For example, the basic Goff Clan consists of a command unit of 8 Goff Nobz stands plus a Boyz Mob of 15 Boyz stands. You might add two Ork Boyz support cards to your Clan - increasing the size of the Boyz Mob by an extra 8 stands and making a total of 23 Goff Boyz. You might also want to add a Lungbursta Squadron support card - this adds a squadron of 3 Lungbursta

tanks to the Goff Clan. Remember that any extra formations you add to your Clan are bound by the Ork Command Rule described below, so they have to stick close to your Nobz if they are to operate effectively.

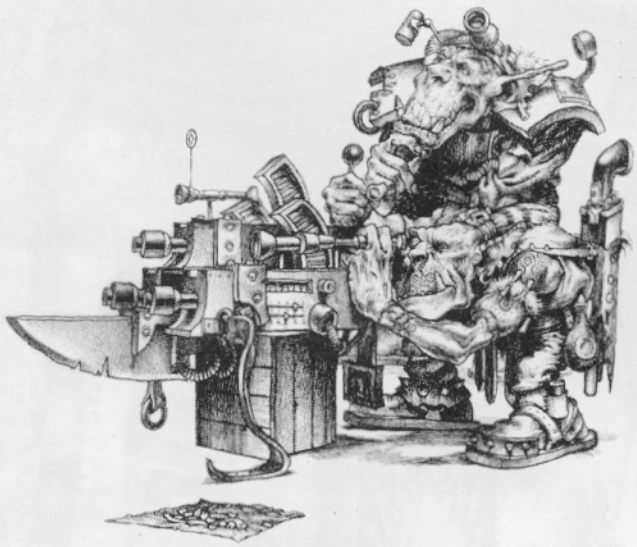
THE ORK COMMAND RULE

Orks respect strength and power - they like loud noise and enjoy fighting more than anything else. Orks who are really strong and especially good fighters may be adopted by an Ork Nob - the head of an Ork household - and if one of them fights well he may get to take over the household on the death of its master. In other words he fights his way up to become a powerful Nob in his own right. The admiration and loyalty which other Orks feel for Nobz goes beyond mere Clan boundaries. The Boyz will do anything a Nob tells them to - and the Nobz see it as their duty to command and look after other Orks.

As the most courageous and battle-hardened Orks the Nobz are usually found in the thick of battle. Naturally, the Boyz like to stick close to the Nobz to make sure they don't miss out on the fun. If there are no Nobz nearby, other Orks will tend to follow their natural inclinations. To reflect this we have the special Ork Command Rule.

You can only give an order to an Ork formation if there is a command unit within 10cm. The command unit does not have to be Nobz from the same Clan as the formation, it might be another Clan's Nobz or it might be a different command unit (such as a Warboss or Warlord).

PAUL BONNER

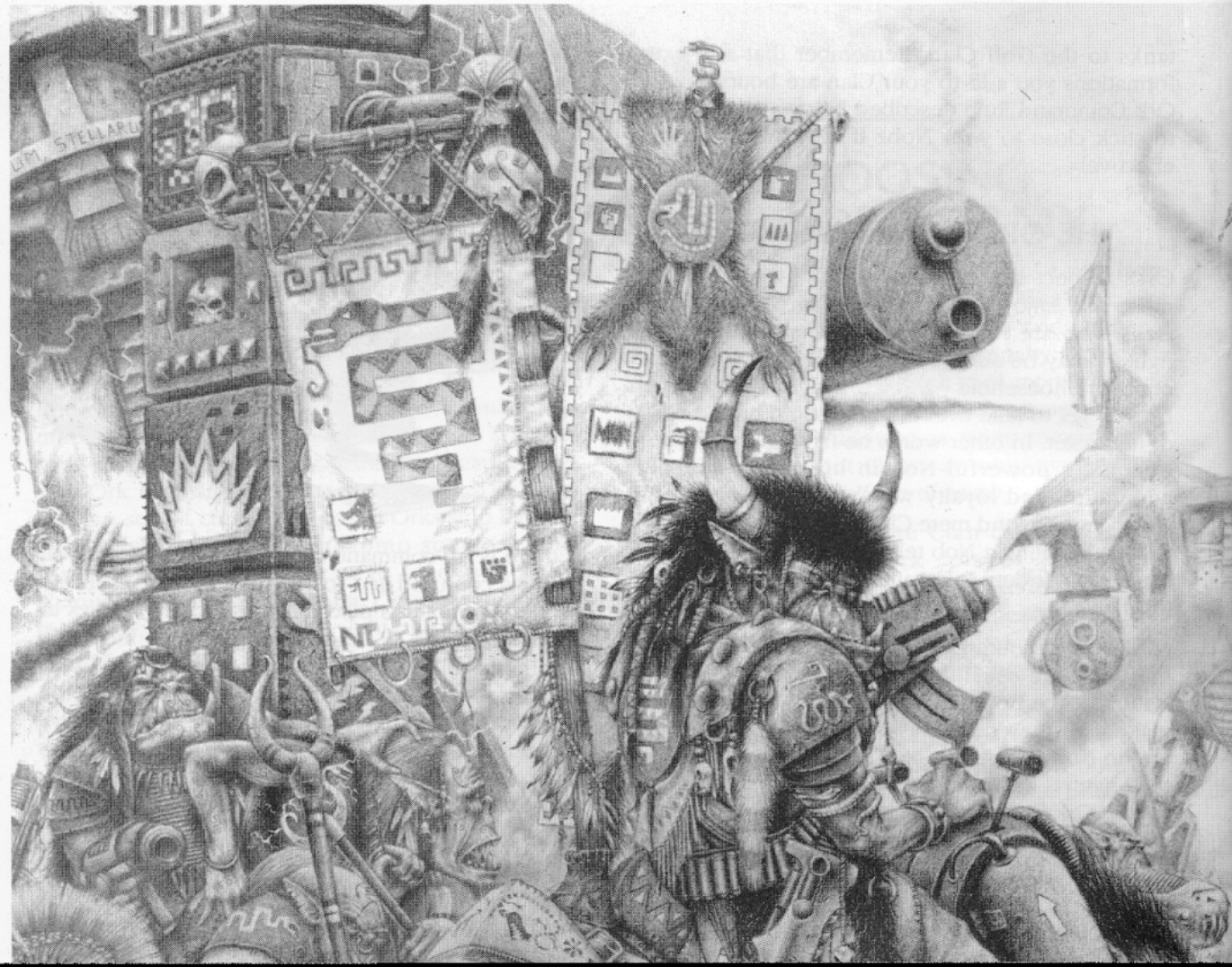


If there is no command unit within 10cm Orks will become confused and follow their natural instincts - no order counter is placed for them. This applies to Boyz Mobz and all other Ork formations including Boarboyz, Bikeboyz, and other troops. The Orks' response won't necessarily be very sensible at the time but there is little you can do about this (Ork instincts are very hard to overcome!). The only Ork troops not affected are command units and a few non Ork types which are available separately to the Space Marine boxed game.

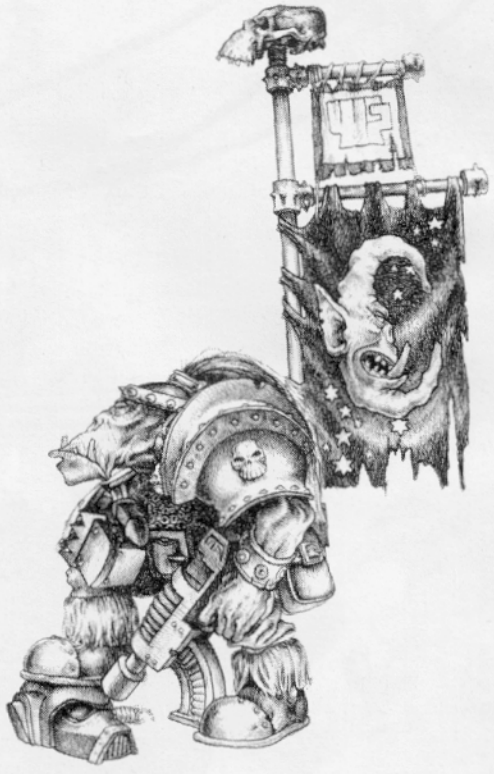
In general, Ork formations which have no command unit within 10cm may not move at all, but they can shoot at any enemy within 25cm (which counts as advancing fire) and they can fight normally in close combat. Enemy who are further away are ignored. This is the usual Ork response - a bit too disorganised to decide which way to go but quite happy to blast away at anything that comes near them. Snakebites and Goffs are both exceptions - they react rather differently because of the distinctive nature of their Clans.

Snakebites will not shoot but may move towards the nearest enemy at up to normal rate. If they enter close combat they will fight normally. Snakebites feel that close combat is somehow more proper for an Ork than shooting and they are always happiest when fighting at close quarters. Note that Snakebites don't have to move if you don't want them to - it is an option.

Goffs *must* move between normal and double rate towards the nearest enemy - they have no choice! If enemy are already within the Goffs' normal move at the start of the turn they must charge them. They may not shoot but if they enter close combat they will fight normally. Goffs are enthusiastic hand-to-hand fighters (they're good at it too!) and their natural response to an enemy threat is to stomp it quick.



NOBZ



We have already described a little about Nobz and how they behave. Nobz form command units on the battlefield. Unlike Space Marine command units these consist of several stands which fight together as a single formation. Nobz have the same general likes and dislikes as the Clans they come from and prefer the same colours, although they are much more powerful fighters as can be seen on their data sheet.

The size of a Nobz unit is fixed by the Clan card, but extra Nobz can be added to the unit as support cards. Generally speaking, a Nobz command unit can act as a command unit to any formation of Orks regardless of Clan. The exception is the Blood Axe Nobz who can't act as a command unit to Orks from other Clans. No one likes these treacherous gitz very much and having one ordering you about is just too much for any self-respecting Goff or Snakebite to bear! To compensate for this Blood Axes are cheap - you get a lot for your points.

You can make a Nobz stand by taking a Boyz troop stand and adding a banner pole to show that the Orks are Nobz. You can also make a suitable banner out of paper to decorate the pole if you wish. An alternative and much better way of representing a Nobz stand is to use the special Nobz and banner bearer models from the Ork Invasion boxed set available separately. Stands may be made up from 1 Boss Nob, a banner bearer, 2 or 3 Nobz, and any additional Ork model to make the total up to 5.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Nobz	10cm	None	+4	Bolters	50cm	2	5+	-2	Command Unit

WARBOSS

The Waa-Ork is centred upon a single mighty Ork leader called a Warboss. He fights alongside a group of select Nobz from his own household: these are the toughest Nobz and carry the best weapons. His followers may also include Meks, and other special types of Ork.

In most Waa-Orks there is only one Warboss, but sometimes two or more Waa-Orks will merge together, in which case the toughest of the Warbosses takes over the entire Waa-Ork and becomes a Warlord. This means that the Waa-Ork might have a Warlord plus one or more Warbosses. A Warboss or Warlord troop stand may be represented in the same way as a Nobz stand but it is important to mark the great leader out in some way so that he is distinguished from the other Nobz. One way of doing this is to make a much larger banner from paper and making a proper 'bosspole'. Alternatively you could place several banners on the stand to show that the Warboss is present.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Warboss	10cm	None	+5	Bolter	50cm	2	5+	-2	Command Unit
Ork Warlord	10cm	None	+7	Bolter	50cm	2	4+	-2	Command Unit

ORK BOYZ

Each Ork Clan is noted for its slightly different character and traditions - a reflection of the basic genetic differences between the Orks of each Clan. When the Waa-Ork is underway all the Ork Boyz in each Clan fight together in one big formation called a **Boyz Mob**.

Each Clan provides a single Boyz Mob (as indicated on the Clan card) but the size of this Mob can be increased by adding extra Ork Boyz support cards. As each Extra Ork Boyz card adds 4 Boyz stands the most extra you can have is +20 stands (ie 5 support cards).

BAD MOONZ

Orks quite sensibly use their teeth as currency, and as the Bad Moonz' teeth grow faster than anyone else's they are the richest of all the Ork Clans. The other Orks don't see this as an unfair advantage, after all if you're hard enough you can always bash a Bad Moon on the head and steal his teeth. Bad Moonz have expensive and effective weapons, wear the best and most elaborate armour, and flaunt the most gaudy and colourful clothes in vivid yellow and black patterns.

DEATHSKULLS

After a battle the Deathskull Boyz descend on the wreckage and salvage weapons, equipment, clothes, decoration, and anything else they can get their hands on. They are tremendously good at scrounging and looting (some would say stealing!) and as a result they carry all sorts of weapons they have 'found'. They are also superstitious and often paint their skin bright blue as a good luck token. Their clothes are often patched and ragged - so as a mass they look light brown and dusty.

SNAKEBITES

Snakebite Boyz take great comfort in traditional Orky values. They cling to old ways long since abandoned by other Orks and shun certain aspects of technological innovation. They prefer to wear pale grey or light brown clothes derived from animal skins and furs.

GOFFS

Goffs are the most aggressive of all Orks - which is saying something! They pride themselves on being the most orky of all the clans - carrying the most destructive weapons and fighting even harder than the rest. Goffs like to get to where the fighting is as quickly as they can and attack their enemies at close quarters. They prefer to wear black, which is the only proper orky colour as far as they're concerned, sometimes with red trim or black and white checks.

BLOOD AXES

All the other clans distrust the Blood Axes because they associate with the filthy humans. They wear military pattern camouflage pattern clothes (very unorky), salute, and do other humanish things which no self respecting Ork would do. They have been known to deal with human mercenaries, and even with the Imperium, although such affairs are often conducted through third parties or disguised Imperium officials to maintain a pretence of proper orky behaviour. As a result the Blood Axes have human style equipment which they have traded with humans. Blood Axe Boyz Mobz even have Rhinos to carry them around. See the separate description of the Rhino in the Space Marine section.

Blood Axes are not trusted by other Orks. They have a bad reputation for being treacherous gitz, who will quite happily join the Waa then run off or let you down once the going gets tough. Other Orks don't like the Blood Axes much and won't obey Blood Axe Nobz. For this reason Blood Axe Nobz can't give orders to Orks from other Clans and so don't count as a command unit to other Orks.

EVIL SUNZ

The Evil Sunz are strangely and uncontrollably attracted towards fast vehicles and loud noises. Actually this is true of all Orks, but in the case of the Evil Sunz the attraction is especially strong. Evil Sunz like to wear red, a colour which Orks associate with speed.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Bad Moonz	10cm	None	+1	Bolter	50cm	1	5+	-2	
Deathskulls	10cm	None	+1	Bolter	50cm	1	5+	0	
Snakebites	10cm	None	+2	Bolter	50cm	1	5+	0	
Goffs	10cm	None	+3	Bolter	25cm	1	5+	-1	
Blood Axes	10cm	None	+1	Bolter	50cm	1	5+	0	
Evil Sunz	10cm	None	+1	Bolter	50cm	1	5+	0	

BOARBOYZ

The Snakebite Clan prefer riding fierce boars instead of bikes or buggies - this is typical of the Snakebites as they only feel really comfortable with good old fashioned orky ways. Boarboyz are not included in the Space Marine boxed game but they are a vital part of the Snakebite Clan, so we have included rules for them here. The Boarboyz are a separate formation but they are still part of the Clan and are bound by the Ork Command Rule explained already. A Boarboyz troop stand consists of 2 Boarboyz models, not 5 models like infantry stands, because there isn't room for any more on a 20mm square stand. The Boarboyz require gluing to the stand, or you can make your own stand from a piece of card if you prefer. Boarboyz suffer the same movement penalties and restrictions as vehicles, and so are unable to move into some sorts of terrain.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Boarboyz	20cm	None	+4	Bolters	15cm	1	6+	0	

TRAKTOR KANNON

Ork Mekboyz have an intuitive grasp of force field technology, and use it more effectively than any other race. They build all sorts of large force fields and tractor beams, which they use in all kinds of ways as weapons and protective shields. The most important use of this technology is in space where an airtight bubble is used to seal spacecraft and make them habitable – Ork spacecraft don't need airtight hulls as such!

The Traktor Kannon is an typically orky weapon, and the most common of the many Ork field-technology weapons. It is sometimes fitted into turrets and carried by tanks or Gargants, but it is more usually fitted onto its own mobile carriage. The Traktor Kannon projects a tight pulse of traktor energy that pushes against the target and immobilises it, pinning it in place to prevent it moving or shooting and even squashing it.

The following special rules govern the Traktor Kannon's use on the gaming table. Roll to hit your chosen target as with any other weapon – a basic hit roll of 5 or more is required. If the target is hit, take the saving throw as normal, with the -1 modifier indicated. If the save is passed the target is unaffected. If the target fails its save it may be *immobilised* in which case it cannot move, shoot, or do anything else in its following turn, or *squashed* in which case it is destroyed.

Roll a D6 to determine the result and add +1 if the target has no basic saving throw (ie, most infantry have no save and are more likely to be squashed).

1-5 IMMOBILISED – May do nothing next turn

6+ SQUASHED – Destroyed

A Titan's shields cannot protect it from a Traktor Beam but it always counts its highest saving throw from all its areas, which means it is very hard to hit effectively.

Immobilised models can do nothing. If they are command units they cannot give orders, and in all respects they are 'out of it' while they are immobilised. Any psychic powers and bonuses the immobilised model normally confers are negated. Titans which have been immobilised can continue to use their shields but are otherwise incapable of doing anything. They cannot repair shields or damage for example.

Models which are immobilised do not have to stay in formation, but they must join their unit as soon as possible once the effects of the Traktor Kannon have worn off.

STEPHEN TAPPIN

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Traktor Kannon	15cm	None	0	Traktor Kannon	50cm	1	5+	-1	

BIKEBOYZ

As all Orks enjoy speed and loud explosions the bike is a popular weapon of war - laden with heavy cannons of course! Although not included in the Space Marine boxed set Bikeboyz are an exciting and useful part of any Ork army so we've included rules for them. Bikes are mounted two to a base in the same way as Boarboyz. Bikes are, of course, vehicles and suffer the same movement penalties and restrictions as other vehicles.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Bikeboyz	30cm	None	+3	Bolters	15cm	1	6+	0	

STORMBOYZ

Many young Orks find that they are still too inexperienced and not quite big enough to make really good fighters. Impatient to get stuck in alongside the older Orks, they become rebellious and sometimes run away from their Nobz' household to join the infamous Stormboyz Korpz.

Stormboyz deliberately shun conventional Ork society and live together in special Stormboyz barracks. They wear uniforms and big shiny boots (which they even polish) and march around in step saluting their Stormboy Kaptins in a respectful, militaristic fashion. The older Orks regard all this posturing with a certain amount of amusement. As Stormboyz grow older and bigger they usually get fed up with the Stormboyz and return to their households although a few will stay on as Kaptins to lead fresh Stormboyz.

A Stormboyz Korps special card can be added to a Clan. The Ork command rule applies as normal, however, because the Korps has its own command unit (the Kaptin) it can fight in a quite remote part of the battlefield if you want. The Kaptin only counts as a command unit for the Stormboyz, not for other Orks, but the Stormboyz will respond to orders from any ordinary Ork command unit if their Kaptin is killed.

PAUL BONNER

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Stormboyz	10cm	None	+1	Bolters	50cm	1	5+	0	

GRETCHIN

Gretchin are smaller and weaker than Orks, and so they form a class of underlings, servants and hangers-on. Every Ork Nobz household includes a number of Gretchin servants who also follow the Orks to war. They eagerly carry ammunition and supplies. When they get the chance they like to join in the fighting. As the Gretchin can only afford crude weapons like blunderbusses and shotguns they are not very good. Worse still, they have little idea of what to do, and latch on to a formation of Orks and copy them. This annoys the Orks so much that they throw rocks and rubbish at the Gretchin, who merely take this as a demonstration of comradely good humour and happily throw the stuff back!

A Gretchin Mob must be placed within 10cm of an Ork formation at the start of the game, and they will stay within 10cm of the Orks for the duration of the game. If the Orks are slain the Gretchin will latch on to the next nearest Ork formation, moving to within 10cm and following it around in the same way. The Gretchin must be given the same orders as the formation they are following as they always attempt to copy them, moving as the Orks move, firing as they fire, and so forth.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Gretchin	10cm	None	-1	Shotguns	15cm	1	4+	0	

BATTLEWAGON

Ork vehicles are built by craftsmen called Mekboyz (aided by their Gretchin servants) and every Mekboy likes to do things his own way. As a result no two Ork vehicles are ever quite the same. Having said that, there are some broadly similar designs which have become traditional. The Battlewagon is one of these tried and tested types, others include the Wartrack and the War Buggy. Although Battlewagons may differ one from another, they are still recognisably Battlewagons with broadly comparable speed, armament and general effectiveness. The Evil Sunz, who are especially keen on vehicles, have Battlewagons included in their Boyz Mobz and Nobz command units as shown on their Clan card. Other Clans can buy Battlewagons as support cards.

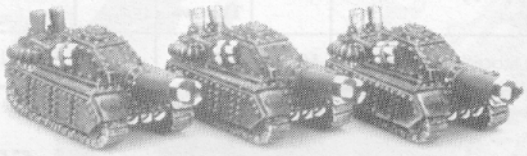
The Battlewagon moves up to 25cm. Orks love speed and are prepared to sacrifice heavy armour if it enables them to squeeze a bit more out of the engine. The Battlewagon has an armour saving throw of 4 or more, so shots bounce off its hull on the D6 roll of a 4, 5 or 6 (subject to further save modifiers of course). Orks enjoy getting to grips with their enemy, driving with such natural ferocity that enemy are scattered, knocked-over, or gunned down at close range with the vehicle's main armament. This is represented by the close assault factor of +1.

Although Battlewagons can be armed with almost any weapon the Ork Meks can fit to it, the most favoured weapon is a large bored cannon mounted in a turret of some kind - often broad and squat but sometimes tall and thin. The cannon fires powerful explosive shells which make a satisfying shrieking noise followed by a huge boom as they land. The cannon has a range of 50cm and hits on the D6 roll of a 5 or 6. On the whole the Battlewagon is a lighter and faster vehicle than the Space Marine's Land Raider and Ork players will find it is a mistake to try and take on better equipped tanks unless they have a vast advantage in numbers. The Battlewagon can carry up to 3 troop stands - Orks don't mind squashing in really tight (or even hanging to the outside).

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Battlewagon	25cm	4+	+1	Autocannon	50cm	1	5+	0	

LUNGBURSTA

The Lungbursta is a particularly well armoured and sturdy Ork battle tank. It is built and used by the Goffs, the Clan who most appreciate no-nonsense and effective weapons (and ones that produce great big explosions!). The Lungbursta's boxy exterior is well armoured and its block turret conceals a mighty battle cannon which fires explosive shells.

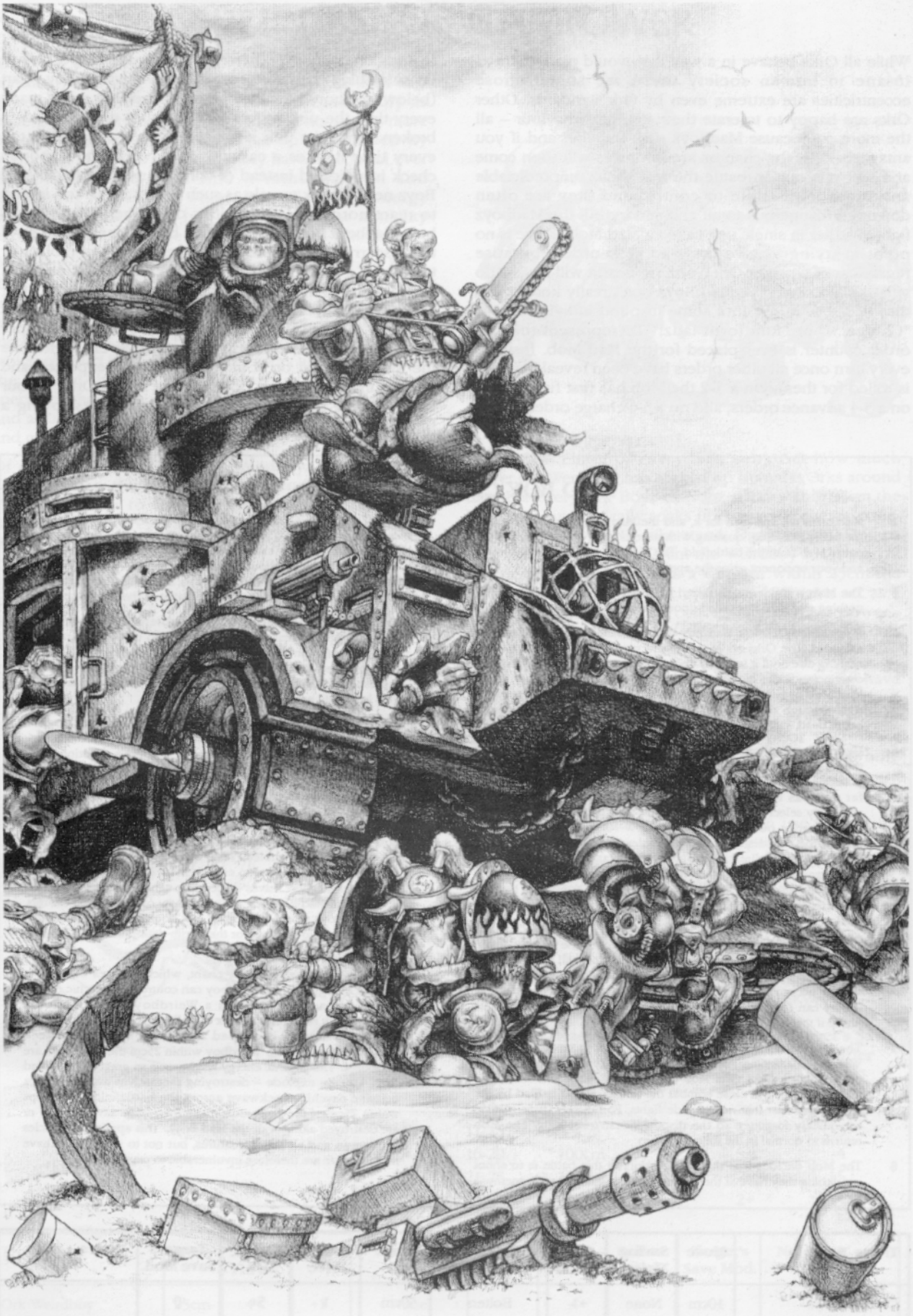


Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Lungbursta	20cm	3+	+1	Battlecannon	50cm	1	5+	-2	Goffs only

WAR BUGGY

As well as the largish wheeled Battle Wagons Meks also build small, fast, wheeled vehicles called War Buggies or just Buggies. Buggies have a crew of two Orks - a driver and the Ork who shoots the gun. Any suitable weapon can be fited to a Buggy, including auto-cannons, plasma guns, heavy bolters or whatever takes the owner's fancy.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
War Buggy	30cm	6+	+2	Autocannon	25cm	1	5+	0	



PAUL BONNER

MAD BOYZ

While all Orks behave in a way that would mark them as insane in human society there are some whose eccentricities are extreme even by Ork standards. Other Orks are happy to tolerate their strange behaviour – all the more so because Madboyz stick together and if you antagonise one the chances are his mates will soon come and sort you out. In battle the Mad Boyz' unpredictable antics are impossible to control and they are often downright dangerous to all and sundry. All the Madboyz fight together in single unit called a Mad Mob. There is no point in trying to give the Mad Mob orders because regardless of whether Ork Nobz are near it will always do what it likes. Even the Mad Boyz don't really know what they're about to do until some inspired individual yells "Charge...." or "Run forrit ladz!" To represent this, no order counter is ever placed for the Mad Mob. Instead, every turn once all other orders have been revealed a dice is rolled for them. On a 1-2 the Mob has first first orders, on a 3-4 advance orders, and on a 5-6 charge orders.

In addition, whenever there is a chance the Mad Mob will do something potty a roll is made on the Mad Boy Chart (below) to show how they react. A Mad Boy roll is made every time the unit suffers a casualty up until the unit is broken. Once the unit is broken it takes a Mad Boy roll every time it takes a casualty and every time a morale check is indicated instead of taking a morale check. Mad Boyz never check morale as such – they are far too insane to react normally to casualties or danger. Who knows how Madboyz will react - the first hint of danger can send them scurrying from the battle like frightened rabbits or turn them into savage maniacs each with the strength of 10, or (more likely) they will just do something completely bananas to the utter bewilderment of friend and foe. Most of the time the Mad Boyz simply caper about getting in everybody's way. However, sometimes the Mad Mob will do something totally unexpected and devastating, turning the tide of battle in the Orks' favour by knocking out a huge enemy tank or destroying a fortified position!

MAD BOY CHART - Roll 2D6

2 Mob turns tail and runs for it, and the Mad Boyz spend the rest of the battle in hiding, quaking with unreasoning terror. Remove the entire Mob from the battlefield. The Mob is to all intents destroyed and your opponent gains the appropriate Victory Points.

3 The Mob is suddenly distracted by some small creature. It will do nothing else until it is called upon to take another Mad Boy roll.

4 A particularly morose Mad Boy convinces the entire Mob that they are dead. The Orks all lie down and play dead. The Mob will do nothing else until it is called upon to take another Mad Boy roll. So convincing is the ploy that no enemy are allowed to shoot at the Mad Mob or fight it in close combat. Even if enemy troops move right through them the Mad Boyz will keep up the pretence of being dead.

5 Under the inexplicable conviction that all the pins have fallen from their grenades the Orks start passing their grenades about like hot potatoes until one is foresighted enough to throw the whole lot as far away as he can. To determine where the grenades land randomly select one Mad Boy stand – this is the one that throws the grenades out from the unit. Now roll a D6 and add 3 to determine the distance the grenades are thrown. Randomly determine their direction by using the scatter dice and place a burst marker over the spot indicated. Models under the burst marker are hit as if by a normal barrage and the number of barrage points is randomly determined with a D6. No modifier is applied to the armour saves.

6 The Boyz feel suddenly exposed and make for the nearest cover. Until a different Mad Boy roll is made the Mob will head towards the nearest piece of terrain and occupy it. If the nearest terrain is already occupied by enemy troops the Mad Boyz will charge them if they can (a charge order is automatically placed in the orders phase if this is the case).

7 The Mad Boyz start to argue about "wot is wrong with the Warboss's battleplan", and the Mob is quickly reduced to a scrum of squabbling Orks. The Mob can do nothing for the rest of the turn. If engaged in close combat the enemy are so baffled by the Orks' behaviour that neither side fights. Fortunately these matters are quickly forgotten so the dispute doesn't last long. The Mob returns to normal in the following turn.

8 The Mob decides that the key to winning this battle is to shoot everything they have at the nearest enemy. If the nearest enemy is out of range the Orks blast away regardless although they can't cause any damage. If the enemy is within range the Mad Mob automatically gets an extra shot. If the Mob has already shot that turn then they may shoot again immediately, regardless of the game sequence and even if the Mob is in close combat. If the Mob hasn't already shot then it fires twice in the combat phase.

9 The Boyz decide that they are invulnerable. Injured Boyz staunchly ignore their wounds and pretend that any Boyz killed are "jus pretendin". Boyz who are badly wounded will soldier on regardless and the Mob now has a saving throw of 3+ to represent their unshakeable belief in their own invulnerability. This lasts until another Mad Boy roll is made.

10 A sudden fury overtakes the Mob and the Mad Boyz become reckless, savage killers. All movement rates are doubled, their close assault factor is increased to +8, and their shooting to hit roll is now 2+. This lasts until a new Mad Boy test is made.

11 The Boyz decide to get the enemy tanks, and determinedly head towards the nearest enemy tank unit. If no tanks are visible the Orks will make do with bikes, vehicles, or artillery pieces. From now on the Orks automatically have charge orders and their movement rate is doubled. They will go straight for the nearest visible tanks and attempt to engage them in close combat. Their grim determination leaves the enemy aghast and distracts their fire, and the Mad Boyz get a saving throw of 3+ to represent this. The Mad Boyz won't shoot at all, but double their close combat dice roll score to account for their grim determination. This lasts until a new Mad Boy test is made.

12 The Mob begins a Weirdboy chant, which releases their latent psychic energy. Only a Weirdboy can control the psychic energy that is released. If there is a Weirdboy within 25cm he automatically receives an influx of +4D6 psychic energy, and the Mad Boyz' energy is drained away with no further effect. However, if there is no Weirdboy within 25cm the Mad Boyz are in trouble. The psychic energy level grows so great that the Mad Boyz literally explode – destroying themselves and sending a massive psychic shockwave across the battlefield. All troops within 25cm of the Orks must make their basic saving throw or are destroyed along with the Mad Boyz. This applies to vehicles with crews and all living creatures, but not to robots who have no minds are are therefore invulnerable to psychic shock.

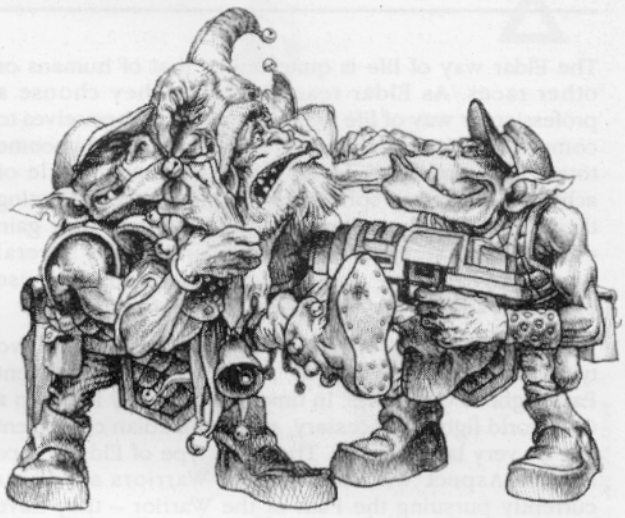
Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Madboyz	10cm	None	+1	Bolters	50cm	1	5+	0	

WEIRDBOY BATTLETOWER

All Orks are psychic to some extent, their minds constantly bubbling with energy that manifests itself as a general awareness of orkyness and occasionally as poltergeist activity of some sort. Some Orks are far more psychic than others, and they pick up psychic activity from other Orks like a sponge. They have no control over this process and even find it rather painful and frightening, especially when the build-up of energy become so great that it has to be released as a mighty explosion of force. These Orks are known as Weirdboyz.

Weirdboyz don't much enjoy using their powers, it hurts their heads and there is a real danger of psychic overload in which case their brains explode! As these random explosions are a danger to all and sundry, Weirdboyz are forced to live in special houses built on huge copper stilts which conduct the psychic energy away and disperse it in the ground (hopefully). They are also forced to wear special clothes, like a jester's uniform, with bright colours and a funny hat so that other Orks can see them coming and get out of the way.

Of course the potential of the Weirdboyz to cause mass destruction on the battlefield was recognised long ago. They are driven to battle in special mobile Weirdboy Battletowers, tall elegant structures which raise them above the battlefield and give them a good line of sight. Putting Weirdboyz in a tall, mobile tower also stops them running away - which Weirdboyz are prone to do as they really don't like using their powers with all the attendant risks of head explosions.



In the End Phase of every turn work out how much power the Weridboy has soaked up from the Orks around him. For every Ork Boyz or Nobz stand within 25cm the Weirdboy automatically soaks up 1 psychic energy point. For every Ork vehicle, bike stand, Dreadnought, Stompa or artillery piece within 25cm the Weirdboy soaks up 1/2 an energy point. If there is a Gargant within 25cm the Weirdboy soaks up D6 energy points (Gargants act as a focus of orkyness and so concentrate psychic power). Keep a record of this total – this is the number of points your Weirdboy will use in the next turn.

If the total reaches 20 or more the Weirdboy may have overloaded, in which case his head explodes and he is destroyed. If the total number of energy points is 20 or more roll a D6. If the roll is a 6 the poor Weirdboy's psychically swollen bonce gives way and the whole Weirdboy Tower plus any troops within 2D6cm are destroyed in a flash of psychic force.

Assuming the Weirdboy survives he can use his psychic force to shoot one or more special psychic bolts in the combat phase. The number, range and effect of the attack varies depending on the number of psychic points accumulated. As the tower is raised far above the ground the Weirdboy can shoot his psychic bolt over the heads of troops in front of him. So long as he can see the target he can fire at it. If the Weirdboy makes no psychic attacks the energy he has accumulated is automatically flared off, sending a bright sheet of power across the sky.

Energy Points	Range	Attack Dice	To Hit Roll	Target's Save Modifier
1-5	25cm	1	6+	-1
6-10	50cm	2	5+	-2
11-15	75cm	3	4+	-3
16-20	100cm	4	3+	-4
21-25	150cm	6	2+	-5
26+	200cm	8	2+	-5

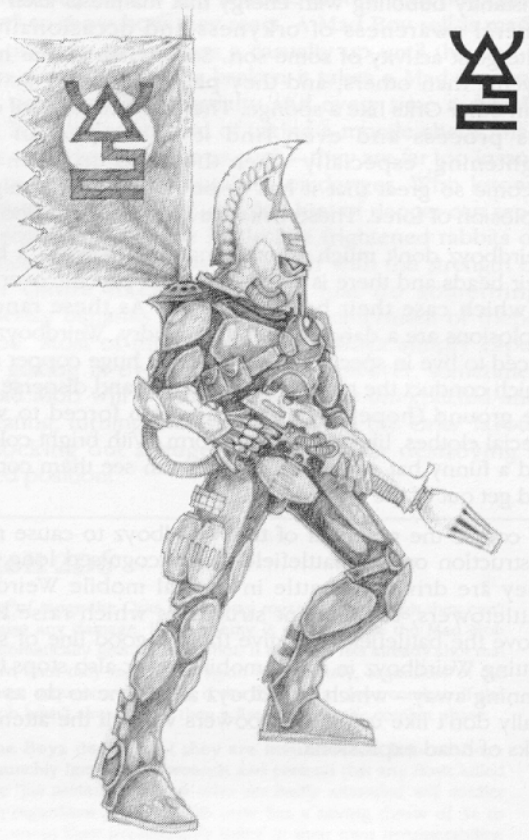
Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Weirdboy	25cm	4+	+1	None	–	–	–	–	

THE ELDAR WARHOST

The Eldar way of life is quite unlike that of humans or other races. As Eldar reach maturity they choose a profession or way of life which they devote themselves to completely – perfecting their skills until they become totally accomplished. Having reached the pinnacle of achievement in one sphere they begin another, devoting themselves wholly to a new way of life until they gain complete mastery over it. As Eldar live for several hundred years they may pass through many of these cycles or Paths, as they are called.

The Eldar fighting forces are sharply divided into two types of warrior. Most Eldar, regardless of their current Path, fight as Guardians. In times of war every Eldar on a Craftworld fights if necessary, so the Guardian contingent can be very large indeed. The other type of Eldar troops are the Aspect Warriors. Aspect Warriors are Eldar currently pursuing the Path of the Warrior – they have devoted their entire lives to the study and perfection of combat. Needless to say they are extremely powerful warriors. There are many different kinds of Aspect warriors, each kind is devoted to a single aspect of warfare.

In addition to the Guardians and the Aspect Warriors there are groups of Eldar whose current Path gives them skills which can be applied directly to the battlefield. Most notable of these are the Warlocks – powerful psychics and influential leaders of Eldar society. They use their special powers of prediction to work out the army's strategy, and to influence the probabilities of success on the battlefield.



JES GOODWIN

JES GOODWIN

CHOOSING AN ELDAR FORCE

An Eldar army represents part of the fighting arm of a single Eldar Craftworld. To choose your force first agree the total number of points with your opponent. Then use the epic army cards to select your force. As with a Space Marine force you must choose at least 1 company card which in the case of the Eldar are called Hosts. For every Host you have in your force you may choose up to 5 support cards and 1 special card in the same way as with Space Marine forces.

As you choose forces from the epic army cards keep a record of the points value. Eldar forces are unusual in that the company type cards do not include command units. Space Marine and Ork armies include command units as part of their company cards, but Eldar command units, Warlocks, must be bought separately. Warlocks are included as support cards, so you can have up to 5 for every Host if you want. A Warlock stand is represented by placing a banner pole in an ordinary troop stand.

Special models of Warlocks, Aspect Warriors and other Eldar troops are available separately as are new Eldar vehicles and weapons of war. The following section includes rules and descriptions for a selection of additional models. The Eldar Data sheet lists all the Eldar troops discussed and also provides basic game details for our complete range of models.

GUARDIANS

Guardians carry lasguns and shuriken catapults – a special Eldar weapon which fires razor sharp steel discs. A shuriken disc can slice through armour and embed itself in the strongest steel.

Every Craftworld has its own combination of uniform colours as well as its own unique badges and banners. There are many Craftworlds, but the most well known are Alaitoc, Iyanden, Biel-Tan, and Saim-Hann. Each of these gigantic floating ship-worlds is the centre of an empire which includes many colony planets of its own.

Alaitoc Craftworld Guardians wear predominantly blue uniforms often with yellow helmets. Their banner shows the black sword.

Iyanden Craftworld Guardians wear basically yellow uniforms with blue helmets. Their symbol shows a shrine.

Biel-Tan Craftworld Guardians wear white with green helmets. Their symbol shows a heart superimposed over an Eldar rune.

Saim-Hann Craftworld Guardians wear red uniforms with white helmets. Their symbol shows a cosmic serpent.

JES GOODWIN

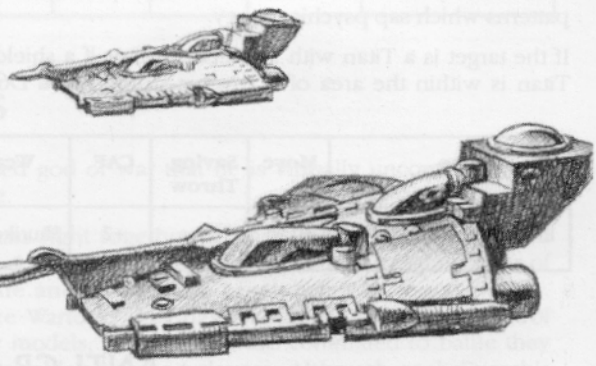
An Eldar Guardian Host card has three separate detachments of Guardians. Each detachment consists of 6 Eldar troop stands plus 3 Falcon Grav-Tanks. The Falcons can each carry 2 troop stands into battle, just like the Space Marines' Rhinos. Eldar Hosts differ from Space Marine Companies and Ork Clans in that they don't include command units. If you want command units for your Eldar you must take appropriate Warlock support cards.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Guardians	10cm	None	0	Shuriken	50cm	1	5+	0	

FALCON GRAV-TANK

The Falcon is a powerful and remarkably fast armoured tank. Like most Eldar vehicles it uses anti-gravity motors to propel it over the ground surface, skimming over minor irregularities, and sometimes using its motors to rise over the battlefield to see over woods or buildings. It is armed with a powerful laser cannon. The Falcon can also carry troops, so it is the ideal vehicle for the Eldar Guardians. The Falcon can carry the Guardians into battle and then support them using its heavy weaponry.

A Falcon can carry 2 stands, and every detachment of Eldar Guardians includes 3 Falcons as transports. Falcons also operate as independent squadrons, moving to offer their support wherever it is needed on the battlefield. Epic army cards for Eldar Guardians and Falcon Squadrons are included in the Space Marine box set.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Falcon Grav-tank	25cm	3+	+1	Lascannon	75cm	1	4+	-2	Carries 2 stands. Skimmer

WARLOCKS

Warlocks are warrior mages who have a deep and subtle understanding of the inner workings of the cosmos. Warlocks are masters of runic prediction. By casting the special Eldar Runes they can work out the strands of fate that spell success and failure on the battlefield. This enables the Warlock to accurately foretell the most successful course of action for his troops, giving them the best chance of winning. Although Warlocks can sense these strands of fate they can only make the best of all possible futures. They cannot manipulate events wholly in their favour and their efforts do not always succeed. They can also help the Eldar force directly by using their special psychic powers to attack enemy troops.

A Warlock stand is made up of 5 Eldar Warlock models representing a small group of Warlocks. No special Warlock model is provided with the Space Marine boxed game, but you can represent the Warlock stand by painting the models in different colours to your Guardians and fixing a banner pole to the base. You can also make a special banner for the pole and use an Eldar rune to indicate that the stand represents Warlocks. The Warlocks have their own transport in the form of a Falcon Grav-tank. The Warlock stand and Falcon form a command unit as described in the rules.

To represent the way in which Warlocks can accurately predict the best course of action for Eldar troops, it is not necessary to place orders for any Eldar formations within 10cm of a Warlock stand until the enemy player has placed and revealed all of his orders. This does not affect remaining Eldar formations. If a formation is not within 10cm of a Warlock stand you must choose and place orders in the orders phase as normal.

The Warlocks' psychic powers enable the stand to make one special psychic attack in the combat phase. This is treated as a separate combat attack, so the Warlocks can shoot as normal and make one of the following psychic attacks. These attacks are treated as if they were weapons, so the Warlocks must to be able to see the target to use the attack. These attacks can be used against Titans or other targets protected by shields, but the effect will be considerably reduced as the shields set up interference patterns which sap psychic energy.

If the target is a Titan with its shields up, or if a shielded Titan is within the area of a psychic storm, roll a D6 to determine the shield's effect. On a roll of 1-3 the pyschic effect is dispersed by the shield and nothing happens. On a 4-6 the shields are penetrated and fail to stop the attack. The shields themselves are not destroyed as a result of a successful psychic attack.

Mind Blast. The Warlocks project a blast of psychic energy which shreds the mind of living creatures. Choose a target within 25cm and roll a D6. On the roll of a 4, 5 or 6 the target is hit. No saving throw is allowed against a Mind Blast. A Mind Blast can be directed against a vehicle or Titan and has the same effect as a normal hit. Work out the random effect of a single hit on the Titan's head.

Psychic Lock. The Warlocks unleash a bolt of psychic energy which fixes on the target and pins it to the ground, holding it completely immobile and preventing it from shooting or fighting. Choose a single target within 75cm and roll a D6. On the roll of a 4, 5 or 6 the target is pinned to the ground, and remains pinned for the rest of the game or until it can roll a 4, 5 or 6 on a D6 during the End Phase. Whilst pinned the target can do nothing at all. If engaged in hand-to-hand fighting the target is unable to fight back. If the target is a Titan it is allowed to conduct any repairs and regenerate void shields as normal. Pinned troops ignore the normal formation rule, and do not have to stay within 6cm of their unit.

Eldritch Storm. The Warlocks conjure a storm of psychic energy which sends troops flying and creates an imprenetrable area of howling psychic wind. Take a barrage template to represent the area covered by the storm and position it within 50cm of the Warlock stand. All models under the template are struck by the storm and hurled in a random direction to a position at the storm's edge (use the scatter dice to decide which way they are flung). Any models moved in this way can do nothing else for the rest of that turn.

The Eldritch storm persists for the remainder of that game turn and then vanishes. While it is in effect no troops may move, see or shoot through it. Note that this does not stop a normal barrage being directed over the Eldritch storm by a third party who can see the target.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Warlocks	10cm	None	+2	Shuriken Pistols	25cm	1	5+	None	Psychic powers

ANTI-GRAV LASCANNON

Guardian Squads carry few heavy or specialised weapons. Instead these are carried by separate detachments equipped with lascannons mounted on anti-gravity platforms. Each weapon has a crew of two Eldar.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Anti-grav Lascannon	10cm	None	-3	Lascannon	75cm	1	4+	-2	

ASPECT WARRIORS

The Aspect Warriors embody different aspects of Khaine the bloody-handed war god of the Eldar. For example, the Swooping Hawks represent speed and mobility, the Dark Reapers have long range power, the Howling Banshees are fanatical close combat fighters, and so on.

Swooping Hawks use anti-gravity motors to glide over the battlefield, and the vanes of these motors are made to look like graceful wings. Because of their wings Swooping Hawks can move much faster than other Aspect Warriors but as a result their armour and weapons are relatively light.

Dire Avengers are equipped with the shuriken catapult and are the most tactically useful of all the Aspects. They are the most like ordinary troops without a particular speciality.

Dark Reapers carry long range missile launchers and wear heavy armour. They are slow but very powerful, and can be deployed to eliminate enemy armour from a distance.

Fire Dragons are armed with highly effective thermal weapons which can melt away armour and turn flesh to boiling liquid. They have only a short effective range but this is made up for by the devastation they cause.

Howling Banshees are fanatical close combat fighters whose piercing psychic scream unnerves the enemy as they charge into combat. This makes the Howling Banshees amongst the most deadly of all close quarter fighting troops. The psychic scream is worked out for each stand engaged in close combat before hand-to-hand combat is calculated. Roll a D6 for each Howling Banshee stand. On the roll of a 5 or 6 the Howling Banshees win that round of close combat against all their opponents regardless of their CAF. If the psychic scream doesn't work then close combat is worked out as normal. The psychic scream can be used against Titans, but a 6 is required for it to have an effect.

Striking Scorpions are also expert hand-to-hand fighters. They wear powerful armour and their helmets are fitted with piercing laser 'jaws' called Mandi-blasters. This allows the Striking Scorpions to roll an extra D6 in close combat – 3D6 instead of 2D6.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Swooping Hawks	20cm	None	+2	Lasguns	25cm	1	5+	0	
Dire Avengers	10cm	None	+2	Shurikens	50cm	1	5+	0	
Dark Reapers	5cm	6+	+1	Missile Launcher	75cm	2	4+	-1	
Fire Dragons	10cm	None	+2	Thermal Gun	25cm	1	5+	-2	
Howling Banshees	10cm	None	+6	Power Sword	None	–	–	–	Psychic Scream
Striking Scorpions	10cm	None	+6	Mandi-blaster	None	–	–	–	Roll 3D6 in close combat.

EXARCHS

If an Aspect Warrior remains at war for too long he may become trapped on the Path of the Warrior, breaking the normal cycle of Eldar life. Such Eldar are known as Exarchs, and remain warriors for the rest of their life.

Exarchs tend the shrines of the war god Khaine and wear the ancient wargear of the shrine. Their armour is far tougher than normal armour and their weapons are ancient artefacts with awesome power. The Exarch's abilities represent all the powers of the Aspect Warriors rolled into one super-warrior. The Exarch's mind is so enwrapped in the battle-rage of Khaine the bloody-handed god of war that he is virtually uncontrollable in battle.

Exarchs fight together in small independent command units. As command units they are immune to the effects of morale and so have no break point or morale value. Unlike Warlocks they have no ability to order or control other models, as once they are committed to battle they become blood-crazed slayers. Although each Exarch's powers are actually quite unique they are represented in the game by stands whose game profiles combine the various attributes of the different Aspect Warriors.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Exarch	20cm	6+	+8	Ancient Artefacts	75cm	2	3+	-1	

HARLEQUINS

Amongst the strangest of all Eldar are the followers of the Great Harlequin: the last living god of the Eldar and eternal opponent of Chaos. The Harlequins have a particular hatred of the arch-power Slaanesh, Lord of Pleasure and Bane of the Eldar. The Harlequins roam from one Craftworld to another to perform the ancient dance portraying the great decimation of the Eldar race by Slaanesh, the fall of Khaine into the material universe, and the endless struggle of the Great Harlequin against Chaos. The Harlequins are warriors of considerable power and can be found in the armies of all Craftworlds, especially fighting their great foe the forces of Chaos.

Harlequins fight in a single formation called a Harlequin Troupe, which consists of 4 Eldar troop stands. A special Harlequin model is included in the Eldar War Host miniature set, though you can also use other Eldar models to represent them if you wish. As the Harlequins wear all sorts of different clothes it is quite appropriate to mix a few Guardians or the odd spare Aspect Warrior onto the bases. Eldar Harlequins wear colourful patterned clothing and each one wears a slightly different costume. For example, some Harlequins wear quartered clothing with one arm and the opposite leg in one colour, such as blue, and the remaining arm and leg in a contrasting colour, such as red.

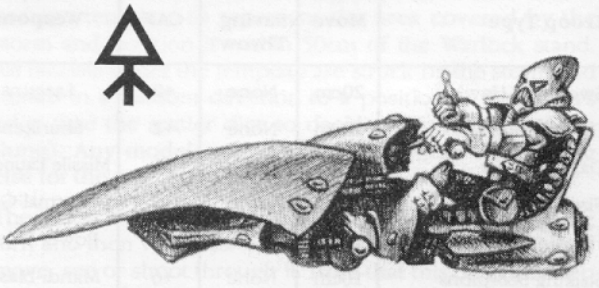
Harlequins check morale like normal troops, unless they are fighting a Chaos force, in which case they need never check morale. Harlequins are ferocious hand-to-hand fighters, the more so because the Great Harlequin watches over them and gives them extra power when they most need it. In close combat each Harlequin stand rolls 2D6 and adds its close assault factor of +6 just like other troops. However, if a Harlequin stand loses a combat the player may re-roll the 2D6 score. This represents the watchful spirit of the Great Harlequin directing extra power to his loyal followers.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Harlequin	15cm	None	+6	Shuriken Pistol	25cm	1	5+	0	Reroll close combat defeat

JET BIKES

Eldar Jet Bikes are fast and highly manoeuvrable vehicles. They are powered by advanced anti-gravity motors which propel them over the ground surface and can be used to carry them into the air above the maelstrom of battle.

A Jet Bike squadron consists of 5 stands, each with two bikes on it. Bikes are likely to be painted in the dominant colours of the Eldar Craftworld they come from. Jet Bikes can make special 'pop up' attacks as described in the rules for Skimmers and this, together with their high speed, makes them a potent striking force.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Jet Bike	35cm	None	+3	Shuriken Cannon	15cm	1	5+	-1	Skimmer

VYPER JET BIKE

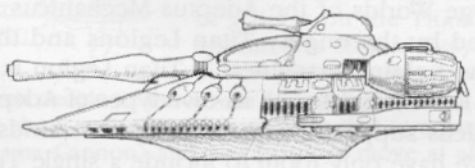
The Vyper Jet Bike is larger and heavier than the standard Jet Bike and has an additional crewman as well as a more substantial longer-ranged armament. It is employed alongside the lighter Jet Bikes to provide heavy support.

A Vyper squadron consists of 5 individual Vyper Jet Bikes. These do not need to be mounted on bases, but you can increase the stability of the models by mounting them onto either an ordinary troop stand base or a small washer, coin, or something similar.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Vyper Jet Bike	35cm	None	+3	Shuriken Cannon	25cm	2	5+	-1	Skimmer

TEMPEST

The Tempest is a large, superbly armoured and well-armed fighting machine. Like other Eldar vehicles it is powered by an anti-gravity motor which enables it to glide or skim over the ground surface and it can make 'pop-up' attacks as described in the rules for Skimmers. The Tempest is armed with an extremely potent double-barrelled Tempest laser cannon which is easily capable of destroying the most heavily armoured opponent. A turret-mounted shuriken cannon and several twin-mouted shuriken catapults on the hull provide protection against attacking infantry.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Tempest	25cm	1+	+4	Tempest Laser	100cm	2	4+	-3	Skimmer
				Shuriken	15cm	2	6+	0	
				Shuriken Cannon	15cm	1	5+	-1	

VIBRO-CANNON

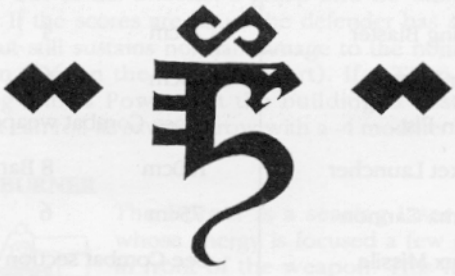
The Vibro-cannon is mounted on its own anti-gravity platform and has a crew of two Eldar. It is a unique and unusual weapon. Forces generated inside the mechanism cause solid objects in front of the cannon to resonate. Vehicles shake and become unstable, troops are flung to the ground quivering uncontrollably, and even the ground itself is ripped apart as if by an invisible plough.

When you shoot a Vibro-cannon draw an imaginary line between the weapon and the target. The ground along this line is ripped up just as if a gigantic, invisible plough had driven a furrow through the ground. Any building along this line is destroyed unless it can roll its basic saving throw. Roll a D6 for any troop stand or vehicle that lies along the line, and on the roll of a 6 the vehicle or troop stand is so badly shaken that it is hit. The nominated target is hit on the D6 roll of a 5 or 6.

A model hit by the Vibro-cannon must make its armour saving roll if it has one, otherwise it is removed just as if it had been hit by a conventional weapon. Titans which have been hit by a Vibro-cannon work out damage to their legs. The Vibro-cannon transmits its shock wave along the ground so only the bottom part of the Titan's legs can be affected (if it has been knocked over then players may randomly select which area is hit in some mutually acceptable manner). For this reason the Titan's saving throw is always that for the lowest leg area.

If the Titan fails its save work out damage to the Titan using the leg location damage chart as normal. Note that the Vibro-cannon passes straight through Titan shields without damaging them in any way.

A single Vibro-cannon will be lucky to cause much damage because it has only a relatively low chance of causing sufficient resonance to inflict a hit. However, if the beams of two Vibro-cannons should cross the resulting discordance becomes far more severe – shaking the earth apart, tumbling over buildings, and ripping apart enemy troops. Where two or more beams cross any model or building is hit automatically and any armour saving throw is reduced by -1 for every Vibro-cannon firing. This means that if three beams cross saves are worked out at -3, where 6 beams cross the save is reduced by -6, and so on. This is a particularly effective way of taking out Titans, as not only does the Vibro-cannon bypass any shield but it also reduces the Titan's massive saving throw.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Vibro-cannon	10cm	None	-3	Vibro-cannon	75cm	Special Rules		–	Target hit on 5+. Intervening models on 6+.

THE TITANS

The Forge Worlds of the Adeptus Mechanicus are protected by the mighty Titan Legions and their awesome fighting machines. A Titan Legion is an army in its own right, with its own types of Adeptus Mechanicus support troops and different kinds of Titan. We have only room to include a single Titan model in the Space Marine box – more Titans and different weapons are available separately.

Titans can fight alongside any Imperial force, including Space Marines, and so the Titan model can be added to your Space Marine army if you wish. Because Titans are extremely powerful you'll need to find an opponent with a suitably large force to match it. You can fight a Space Marine or other Imperial force against Titans to represent one of the many rebellions against Imperial rule which have taken place throughout Imperial history. During the most dangerous rebellion of all, the Horus Heresy, some of the Titan Legions went over to Chaos and have fought against the Imperium ever since.

A Warlord Titan is represented by its own epic army card. Correctly speaking this is a company card which entitles you to include up to 5 Titan support cards and 1 Titan special card. These cards and details of troops will be covered in a future Space Marine supplement. This does not stop you using the Titan but it does mean you won't be able to include support or special cards for it.

WARLORD TITAN

The Warlord is the largest of the common Titan types and the mainstay of the Titan Legions. Its armoured body carries 4 of the many different weapon systems that have been developed by the Adeptus Mechanicus. In addition to the weapons included in this game, others are available separately from Citadel Miniatures either as metal castings or plastic components. As many players will wish to use these separate weapons we have included a description and game details for as many extra as we can.

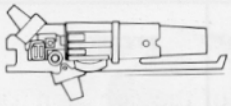
If you look at the Warlord Titan data sheet you will see that we have left the weapon details blank for you to fill in - this is so that you can write in the details of the weapons that your Titan actually has. If you use a pencil then you can rub out and replace details should you decide to change your Titan's weapons at a later date.

IMPERIAL TITAN WEAPON TABLE

Weapon	Range	Attack Dice	To Hit Roll	Target's Save Mod	Notes
Quake Cannon	100cm	1	3+	-3	
Gatling Blaster	75cm	4	5+	-1	
Laser Blaster	50cm	6	5+	0	
Chain Fist	Close Combat weapon. Roll off against opponent - causes maximum damage.				
Rocket Launcher	100cm	8 Barrage Points		0	Fire Barrage
Plasma Cannon	75cm	6	4+	-3	May not fire other weapons
Vortex Missile	See Combat section of main rules for details.				
Plasma Destructor	100cm	4	3+	-6	May not fire other weapon or move next turn.
Volcano Cannon	100cm	1	3+	-4	+3 to damage roll against Titans
Melta-Cannon	25cm	4	3+	-3	
Power Fist	Close Combat weapon. Adds D6 to combat dice score.				
Laser Burner	Close Combat weapon. Hits D6 times.				

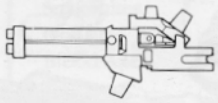
IMPERIAL TITAN WEAPONS

QUAKE CANNON



The Quake cannon is a large bore cannon which fires an extremely powerful explosive shell. A hit from a Quake Cannon can burst apart even the most resilient armour or building.

GATLING BLASTER

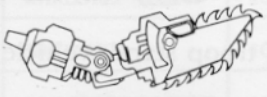


The Gatling Blaster fires a hail of shells from its revolving barrels, allowing the Titan to cut down waves of infantry or other poorly armoured troops.

LASER BLASTER

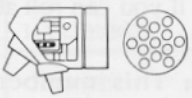
The Laser Blaster fires a hail of shots much like the Gatling Blaster except that it shoots blasts of laser energy instead of shells. It is a highly effective weapon against massed ranks of lightly armoured targets.

CHAIN FIST



The Chain Fist is a motorised saw blade capable of ripping apart the toughest close combat opponent. Titans which carry a Chain Fist roll an extra D6 to resolve combat, add +2 to damage rolls against enemy Titans, and any building hit is destroyed unless it makes its saving throw. See the Close Combat section for details.

TITAN MULTIPLE ROCKET LAUNCHER

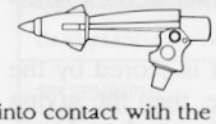


The Launcher fires a barrage of explosive rockets and is used to provide long range support fire for advancing troops.

PLASMA CANNON

The Plasma Cannon fires a highly volatile energised matter called plasma, the same material that forms on the outer surface of the sun. When ordinary matter is struck by plasma it explodes, as its own structure is instantly turned to plasma. A Plasma Cannon requires tremendous energy to use and saps power from the Titan's other systems. If a Titan fires its Plasma Cannon it cannot fire any of its other weapons that turn - nor can the Titan use any of its special close combat weapons if it has any. This does not stop the Titan fighting in close combat by treading on things and barging them as normal.

VORTEX MISSILE

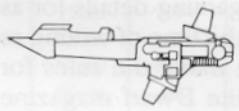


The Vortex Missile carries a deadly vortex mechanism which creates a small black-hole when the missile explodes. Anything which comes into contact with the vortex is destroyed. The vortex does not necessarily disperse immediately - it can last for several turns and also moves about in an unpredictable way! See the main rules for details. A vortex missile can only be used once, so when it has been fired it is gone.

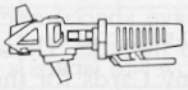
PLASMA DESTRUCTOR

This is a bigger version of the Plasma Cannon and puts even more of a drain on the Titan's power system. It is astonishingly effective but the pay-off is also considerable. If you decide to shoot with a Plasma Destructor you may not shoot with any other weapon that turn (as with the Plasma Cannon) and you may not move at all in your following turn. The energy drain is so great that the Titan is unable to activate its normal drive motors and becomes temporarily immobilised.

VOLCANO CANNON



This large laser cannon fires a bolt of explosive laser energy which tears through steel and destroys the best armoured enemy. When determining damage against Titans add +3 to the damage roll.



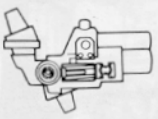
MELTA-CANNON

The Melta-cannon fires a blast of heat which literally melts away the target, turning metal, flesh and concrete into molten slag. It has only a short range as the heat is easily dissipated, but it is still extremely effective.

POWER FIST

This is a gigantic armoured fist surrounded by a powerful energy field which allows the Titan to tear chunks from other Titans or buildings. If the Titan hits an enemy Titan in close combat it can choose to make a grab attack with its Power Fist instead of rolling for damage as normal. To represent a grab attack the attacker nominates which Titan location he is going to grab and both sides roll a D6. The attacking Titan then adds +1 to his total, and if his score is highest he has managed to grab the nominated location and rip it apart. The enemy Titan takes maximum damage (worst result on the table). If the defender's total is highest he has slipped out of his attacker's grasp and no damage is caused. If the scores are equal the defender has slipped away but still sustains normal damage to the nominated location (D6 on the damage chart). If a Titan hits a building with a Power Fist the building is destroyed unless it can roll its saving throw with a -4 modifier.

LASER BURNER



The Burner is a searing laser beam whose energy is focused a few metres in front of the weapon. This intense energy causes bare metal to vapourise and electrically powered systems to burn out. It is used to attack other Titans. A Titan which hits another Titan in close combat can decide to strike with its Burner instead of rolling for damage as normal. The player rolls a D6 to determine the number of hits caused by the Burner. Work out each hit by choosing a target location and rolling damage as normal. A Burner can only hit a location once during the attack, so damage will be spread throughout the enemy Titan and even if the target survives it is likely to be badly damaged.

ORK DATA SHEET

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
ORK BOYZ									
Bad Moonz	10cm	None	+1	Bolter	50cm	1	5+	-2	
Death Skulls	10cm	None	+1	Bolter	50cm	1	5+	0	
Snakebites	10cm	None	+2	Bolter	50cm	1	5+	0	
Goffs	10cm	None	+3	Bolter	25cm	1	5+	-1	
Blood Axes	10cm	None	+1	Bolter	50cm	1	5+	0	
Evil Sunz	10cm	None	+1	Bolter	50cm	1	5+	0	
BIKEBOYZ	30cm	None	+3	Bolters	15cm	1	6+	0	
BOARBOYZ	20cm	None	+4	Bolters	15cm	1	6+	0	
WILDBOYZ	10cm	None	+3	Axes	None	None	None	0	
STORMBOYZ	10cm	None	+1	Bolters	50cm	1	5+	0	
MADBOYZ	10cm	None	+1	Bolters	50cm	1	5+	0	
NOBZ	10cm	None	+4	Bolters	50cm	2	5+	-2	Command Unit
WARBOSS	10cm	None	+5	Bolter	50cm	2	5+	-2	Command Unit
WARLORD	10cm	None	+7	Bolter	50cm	2	4+	-2	Command Unit
GRETCHIN	10cm	None	-1	Shotguns	15cm	1	4+	0	
ORK FREEBOOTERZ	10cm	None	+1	Bolters	50cm	1	5+	0	
BATTLEWAGON	25cm	4+	+1	Autocannon	50cm	1	5+	0	
WAR BUGGY	30cm	6+	+2	Autocannon	25cm	1	5+	0	
TRAKTOR KANNON	15cm	None	0	Traktor Kannon	50cm	1	5+	-1	
LUNGBURSTA	20cm	3+	+1	Battlecannon	50cm	1	5+	-2	Goffs only
GUTRIPPA	20cm	3+	+4	Battlecannon	50cm	1	5+	-2	Goffs only
GIBLET GRINDA BATTLE FORTRESS	15cm	1+	+8	Autocannon	50cm	5	5	-1	Deathroller
SKULLHAMMA BATTLE FORTRESS	15cm	1+	+4	Battlecannon	75cm	2	4+	-2	
BONECRUNCHER	20cm	4+	+4	Autocannon	50cm	2	5+	-1	Deathroller
BONEBREAKER	20cm	4+	+4	Battlecannon	75cm	1	4+	-2	Deathroller
BRAINCRUSHA	15cm	4+	0	Braincrusha Cannon	100cm	1	3+	-3	
BOWEL BURNA	30cm	5+	+1	Scorcher	15cm	1	4+	0	Ignores to hit modifier for cover. Evil Sunz only.
GOBSMASHA	25cm	5+	0	Autocannon	50cm	1	5+	0	Evil Sunz only
SPLEENRIPPA	30cm	5+	0	Battlecannon	75cm	1	4+	-2	Evil Sunz only
WARTRACK	30cm	6+	+1	Autocannon	50cm	1	5+	0	
SCORCHER	30cm	6+	+1	Scorcher	15cm	1	4+	0	Ignores to hit modifier for cover

IMPERIAL DATA SHEET

UNIT TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
LAND RAIDER	20cm	2+	+3	Lascannon Bolters	75cm 15cm	2 1	5+ 6+	-2 0	May carry 2 troop stands.
RHINO	25cm	4+	0	Bolters	15cm	1	6+	0	May carry 2 troop stands.
PREDATOR TANK	25cm	3+	0	Autocannon Lascannon	75cm 75cm	1 2	5+ 5+	-1 -1	
VINDICATOR	20cm	2+	+2	Thunderer	50cm	1	4+	-3	Ignores to hit modifiers for cover.
WHIRLWIND	20cm	4+	0	Multi-launcher	150cm	2 Barrage Points		0	Fires barrage.
LAND SPEEDER	30cm	None	+3	Multi-melta	25cm	1	3+	-2	Skimmer.
LEMAN RUSS TANK	20cm	3+	+2	Battlecannon Lascannon Bolters	75cm 75cm 15cm	1 1 1	5+ 5+ 6+	-2 -1 0	
BASILISK	15cm	5+	0	Earth Shaker Artillery Cannon	150cm	2 Barrage Points		-2	May fire 2 barrages per turn.
BOMBARD	10cm	5+	0	Siege Mortar	50-150cm	3 Barrage Points		-3	Fires barrage.
MANTICORE	15cm	5+	0	Rockets	200cm	6 Barrage Points		0	Fires barrage. 1 turn to reload.
SHADOW SWORD SUPER HEAVY TANK	10cm	1+	+6	Volcano Cannon Lascannon Bolters	100cm 75cm 15cm	1 2 6	3+ 5+ 6+	-4 -1 0	Volcano cannon adds +3 to damage rolls vs Titans.
BANEBLADE SUPER HEAVY TANK	10cm	1+	+8	Battlecannon Lascannon Bolters	75cm 75cm 15cm	2 2 10	4+ 5+ 6+	-2 -1 0	
TERMITE	15cm	4+	+1	None					May carry 2 troop stands.
MOLE	15cm	3+	+3	None					May carry 4 troop stands.
HELLBORE	15cm	1+	+5	None					May carry 12 troop stands.
LANDING POD Assault Support Deathwind	Special	4+	0	None Plasma Cannon Bombs	75cm 10cm	1 Special	5+ 4+	-2	Opens on a 3+ Carries 2 stands. Special rules.
GORGON SUPER HEAVY ASSAULT CARRIER	10cm	1+	+4	Bolters Mine Thrower	15cm 15cm	4 1	6+ 4+	0 -3	May carry 4 troop stands.

IMPERIAL DATA SHEET

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
SPACE MARINES									
Tactical Marines	10cm	None	+2	Bolters	50cm	1	5+	0	
Assault Marines	15cm	None	+3	Pistols/Swords	25cm	1	5+	0	Jump Packs.
Devastator Marines	10cm	None	+2	Hvy Weapons	75cm	2	5+	-1	
Marine Scouts	10cm	None	+2	Bolt Pistols	50cm	1	5+	0	
Marine Veterans	10cm	None	+4	Bolters	50cm	1	5+	0	
TERMINATORS	10cm	6+	+6	Storm Bolters	25cm	2	4+	-1	
SPACE MARINE COMMAND UNITS									
HQ Unit	10cm	None	+4	Bolt Pistols	25cm	2	5+	0	Imperial troops within 10cm +1 morale.
Chaplain	10cm	None	+4	Bolt Pistols	25cm	2	5+	0	Imp. troops within 10cm +1 CAF.
Medic	10cm	None	+2	Bolt Pistols	25cm	1	5+	0	Imperial troops within 10cm save on 5+.
Terminator HQ	10cm	6+	+7	Storm Bolters	25cm	2	4+	-1	Imp. troops within 10cm +1 morale.
IMPERIAL GUARD									
Tactical Troops	10cm	None	0	Lasguns	50cm	1	5+	0	
Assault Troops	15cm	None	+1	Pistols/Swords	25cm	1	5+	0	Jump Packs.
Support Troops	10cm	None	0	Hvy. Weapons	75cm	2	5+	-1	
IMPERIAL BIKE	30cm	None	+3	Bolters	15cm	1	6+	0	
BEASTMEN	10cm	None	+3	Swords/clubs	None	None	None	0	
OGRYNS	10cm	6+	+6	Ripper Gun	10cm	1	4+	-1	
RATLING SNIPER	10cm	None	-1	Sniper Rifle	50cm	1	5+	0	Special Rules.
ROUGH RIDERS	20cm	None	+3	Hunting Lance	25cm	1	6+	0	
GUARD COMMAND									
Section HQ	As Guard platoon type								Part of platoon unit.
Company HQ	10cm	None	+2	Pistols + Sword	25cm	2	5+	0	Section HQ unit must stay within 50cm.
Commissar	10cm	None	+4	Pistols + Sword	25cm	2	5+	0	May give orders to any Imperial Guard unit.
DREADNOUGHTS	10cm	5+	+2	Auto-cannon	75cm	1	5+	0	
ROBOTS	10cm	5+	+2	Auto-cannon	75cm	1	5+	0	Special Rules.
RAPIER	10cm	None	-3	Las. Destroyer	50cm	1	4+	0	
TARANTULA	10cm	None	-3	Las-cannons	75cm	1	5+	-2	
MOLE MORTAR	5cm	None	-3	Mole Mortar	150cm	1 Barrage Point		0	Fires Barrage.
THUDD GUN	5cm	None	-3	Thudd Gun	75cm	2 Barrage Points		0	Fires Barrage.
SENTINEL	25cm	6+	+2	Autocannon	50cm	1	4+	0	

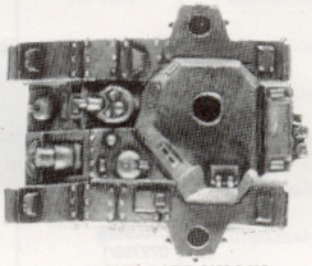
ELDAR DATA SHEET

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
GUARDIANS	10cm	None	0	Shuriken	50cm	1	5+	0	
ASPECT WARRIORS									
Swooping Hawks	20cm	None	+2	Lasguns	25cm	1	5+	0	
Dire Avengers	10cm	None	+2	Shurikens	50cm	1	5+	0	
Dark Reapers	5cm	6+	+1	Missile Launcher	75cm	2	4+	-1	
Fire Dragons	10cm	None	+2	Thermal Gun	25cm	1	5+	-2	
Howling Banshees	10cm	None	+6	Power Sword	None	–	–	–	Psychic scream
Striking Scorpions	10cm	None	+6	Mandi-blaster	None	–	–	–	Add 3D6 in combat
WARLOCKS	10cm	None	+2	Shuriken Pistols	25cm	1	5+	None	Psychic Powers
EXARCHS	20cm	6+	+8	Ancient Artefacts	75cm	2	3+	-1	
HARLEQUIN	15cm	None	+6	Shuriken Pistol	25cm	1	5+	0	
ELDAR JET BIKE	35cm	None	+3	Shuriken Cannon	15cm	1	5+	-1	Skimmer
VYPER JET BIKE	35cm	None	+3	Shuriken Cannon	25cm	2	5+	-1	Skimmer
FALCON GRAV-TANK	25cm	3+	+1	Lascannon	75cm	1	4+	-2	Carries 2 stands. Skimmer
TEMPEST	25cm	1+	+4	Tempest Laser	100cm	2	4+	-3	Skimmer
				Shuriken	15cm	2	6+	0	
				Shuriken Cannon	15cm	1	5+	-1	
ANTI-GRAV LASCANNON	10cm	None	-3	Lascannon	75cm	1	4+	-2	
VIBRO-CANNON	10cm	None	-3	Vibro-cannon	75cm	Special Rules		–	Target hit on 5+. Intervening models on 6+.
DREADNOUGHT	15cm	5+	+2	Lascannon & Power Fist	75cm	1	5+	-2	
WRAITHGUARD	10cm	6+	+2	Wraith Cannon	50cm	1	5+	-1	

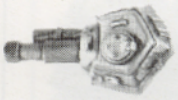
SQUATS

IMPERIAL TANKS & WAR MACHINES

BANEBLADE
SUPER HEAVY BATTLETANK



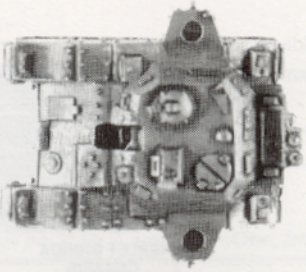
BANEBLADE CHASSIS
072714/32



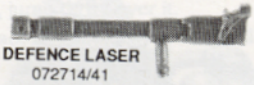
BATTLE CANNON/
LAS-CANNON
TURRET
072714/34

SPONSON
TURRETS 1
072714/33

SHADOWSWORD
SUPER HEAVY TANK DESTROYER



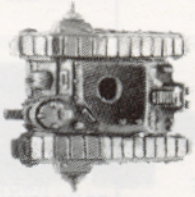
SHADOWSWORD CHASSIS
072714/40



DEFENCE LASER
072714/41

SPONSON
TURRETS 2
072714/42

LEMAN RUSS
BATTLE TANK

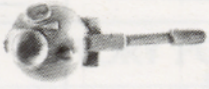


LEMAN RUSS
CHASSIS
072714/50

BATTLE CANNON
TURRET
072714/49

PREDATOR

AUTO CANNON
TURRET
072714/4



PREDATOR
LEFT SIDE
072714/2

PREDATOR
CHASSIS
072714/1

LAS-CANNON
SPONSON'S
072714/5

PREDATOR
RIGHT SIDE
072714/3

WHIRLWIND

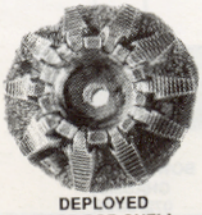
WHIRLWIND
CHASSIS
072714/6

WHIRLWIND
MULTI LAUNCHER
072714/8

WHIRLWIND
SIDES
072714/7

DEPLOYED
DROP POD

DROP POD
072714/35



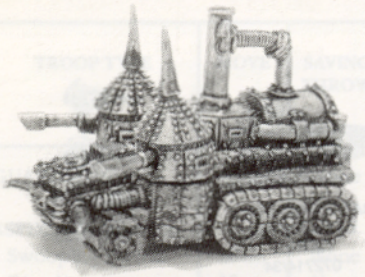
DEPLOYED
DROP POD SHELL
072714/36

ASSAULT POD
CARGO
072714/38

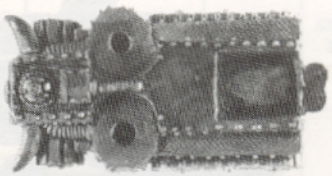
SUPPORT POD
CARGO
072714/37

DEATHWIND
CARGO
072714/39

ORK BATTLEWAGONS

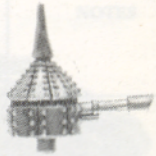


SKULL HAMMA

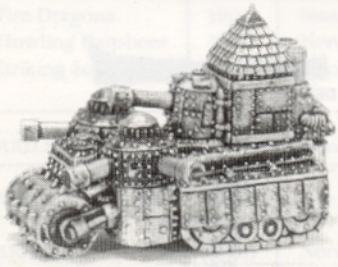


SKULL HAMMA
CHASSIS
072789/1

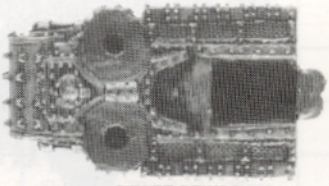
BOILER
072789/2



ORK BATTLE
CANNON TURRET 1
072789/3

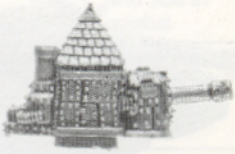


GIBLET GRINDA

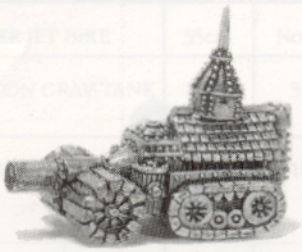


GIBLET GRINDA
CHASSIS
072789/22

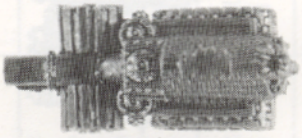
ORK BATTLE
CANNON TURRET 2
072789/24



BATTLE CANNON/
OBSERVATION TOWER
072789/23

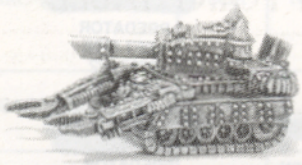


BRAIN CRUSHA

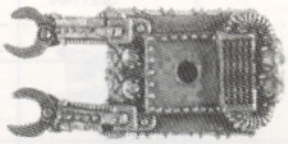


BRAIN CRUSHA
WITH MACRO CANNON
072789/19

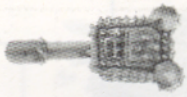
OBSERVATION
TOWER
072789/20



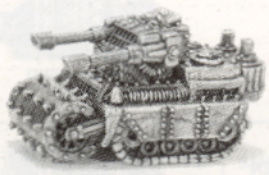
GUT RIPPA



GUT RIPPA
CHASSIS
072789/17

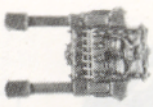


ORK BATTLE
CANNON TURRET 3
072789/18



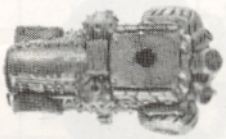
BONE CRUNCHA

BONE CRUNCHA
CHASSIS
072789/4



DUEL AUTO
CANNON TURRET
072789/5

BOWEL BURNA



BOWEL BURNA
CHASSIS
072789/25

ORK BATTLE
CANNON TURRET 4
072789/26

TERRAIN CHART

	TO HIT	INFANTRY	VEHICLE	TITAN
Buildings / Trenches / Bunkers	-2	No effect	Impassable	Impassable
Fox holes, rocks, rubble, craters, broken ground	-1	No effect	Difficult	No effect
Hill	0	No effect	No effect	No effect
Marsh	0	Impassable	Impassable	Impassable
River	0	Impassable	Impassable	No effect
Woods	-1	No effect	Impassable	Difficult

Difficult: The terrain is crossed at half move rate.

Impassable: The terrain may not be entered, and may only be crossed if it is possible to step, jump or fly over it.

Buildings: Show that a unit has entered a building by placing it on the roof. You may only place as many troops in a building as will fit on its roof.

TERRAIN TABLE

Number of terrain pieces per 2' by 2' area: 1-2 = One, 3-4 = Two, 5-6 = Three.

	1	2	3	4	5	6
1	Hill	Hill	Hill	Woods	Woods	Rubble
2	Woods	Woods	Woods	Woods	Hill	Craters
3	Hill	Town	Town	Hill	Woods	Hill
4	Town	Hill	Town	Town	Town	Woods
5	Town	Craters	Town	Town	Town	Town
6	Town	Hill	Woods	River	Marsh	Town

BUILDING TABLE

CONSTRUCTION MATERIAL	SAVING ROLL (2D6)
Light (Wood, mud bricks)	6+
Standard (Bricks, concrete)	4+
Reinforced (Forticiations)	2+

VICTORY POINT TABLE

CONDITION	EFFECT
REDUCE AN ENEMY ARMY CARD TO ITS BREAK POINT	SEE CARD
CAPTURE AN OBJECTIVE COUNTER	+5VP
LOSE AN OBJECTIVE COUNTER	-5VP

BARRAGE TABLE

TOTAL BARRAGE POINTS	TO HIT ROLL
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9 OR MORE	2+

VICTORY LEVEL TABLE

GAME BATTLE VALUE	NUMBER OF VP'S REQUIRED TO WIN
UP TO 1,000	30
UP TO 2,000	35
UP TO 3,000	40
UP TO 4,000	45
UP TO 5,000	50
ETC	ETC

SPACE MARINE PLAY SHEET

SEQUENCE OF PLAY

ORDERS PHASE
Place order counters. Both players roll a D6 to determine initiative. Reveal orders.

MOVEMENT PHASE
The player who won the initiative decides to move 1st or 2nd. The 1st player moves his forces. The 2nd player then moves his forces.

COMBAT PHASE

1. First Fire Segment

2. Close Combat Segment

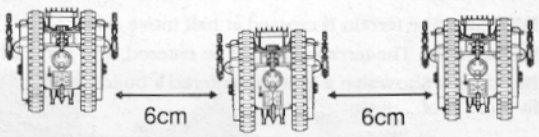
3. Advancing Fire Segment

Players alternate firing, firing one unit (detachment, squadron, Titan, HQ unit, etc) at a time, starting with the player who won the initiative.

END PHASE
Record Victory Points. If a player reaches his target VP he has won! Repair damaged Titan void shields. Check morale for units broken that turn. Check morale for falling back troops who want to rally. Broken troops who fail their morale check fall back and are routed or destroyed if they fail a further check.

FORMATIONS

A unit (detachment, squadron, HQ unit, etc) must maintain its *formation* at all times when possible. Each model or stand in the unit must be no further than 6cm from its neighbour, forming a chain or compact clump. Where transport vehicles are unable to maintain formation with faster moving foot troops due to impassable terrain they are placed as close as possible.



3 Land Raiders in Formation

BARRAGE

Direct barrages never scatter – place the template over the target and work out damage from the Barrage Table overleaf. Indirect barrages may scatter 2D6cm off target as indicated by the scatter dice. A unit must have first fire orders to shoot an indirect barrage and the target must be visible to at least one model on your side.

ORDERS

Order counters are placed for each formation in the order phase. Place counters face down and reveal simultaneously. Note that Eldar Warlocks allow formations within 10cm to place orders *after* other orders have been revealed. Also note that Ork formations can only be given orders if there is a command unit within 10cm. Otherwise Orks revert to their traditional behaviour (see rules).

FIRST FIRE
May nor move. Fire in the first fire segment.

ADVANCE
Move in the movement phase. Fire in the advancing fire segment.

CHARGE
Move at double rate in the movement phase. May not shoot - but may fight close combat with enemy.

If you forget to give units orders troops may not move but may shoot in the advancing fire phase (see special rules for Orks). Command units do not need orders – they may move in the movement phase and shoot in the first fire segment.

COMBAT

SHOOTING
For each shot roll D6 to hit as shown on the data sheets. Apply any to hit modifiers for terrain. Targets which are hit must make their saving roll or are removed as casualties. Reduce saves by -1 for side shots, and -2 for rear shots. Command units may only be shot at if they are the closest troops.

CLOSE COMBAT
Roll 2D6 for each side and add close assault factors. The highest score is the winner and the loser is removed (or sustains 1 hit in the case of Titans). No armour saves apply in close combat.

For multiple combat fight one 'pair' at a time. The 2nd combatant adds a further D6, the 3rd D6+2, and so on.

Troops on first fire orders may shoot against close combat opponents who engaged that turn.

Only Skimmers can pin Skimmers in close combat, and Titans can only be pinned by another Titan.

POP-UP ATTACKS
Skimmers with first fire orders can make special pop-up attacks over concealing cover. Only enemy on first fire orders can return fire.